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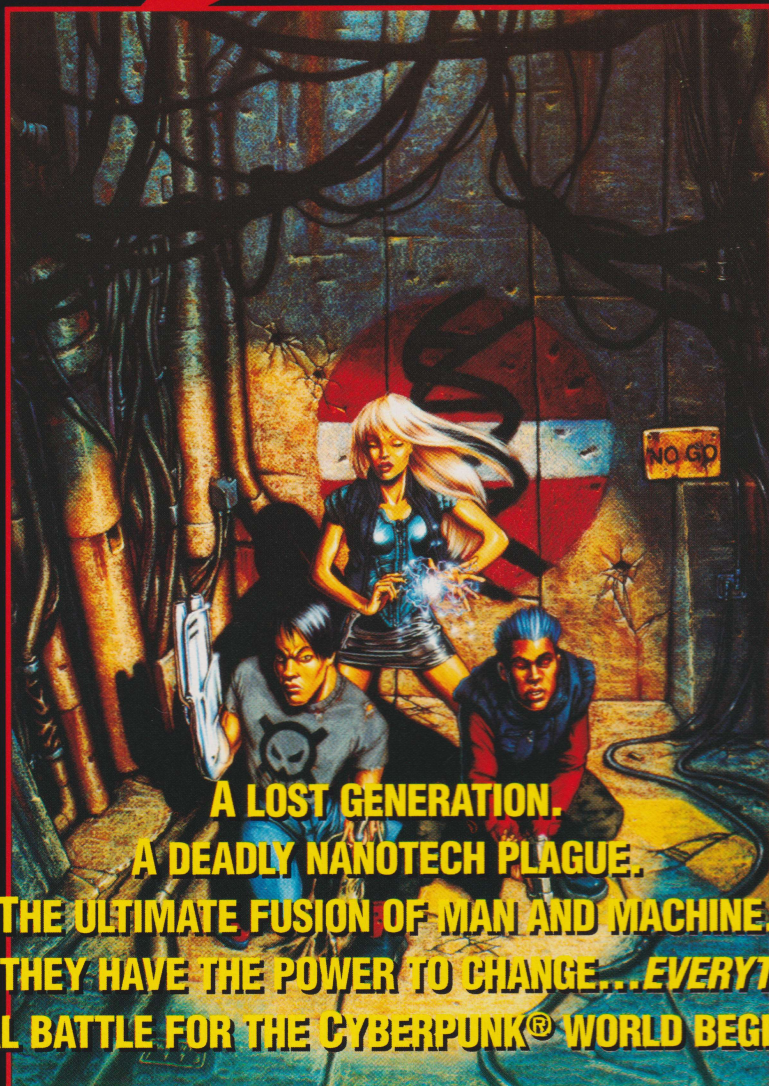
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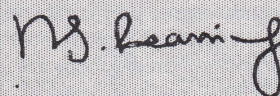
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The cover this month was painted by a very talented young Western Australian artist; Adam Megow, depicting a party of adventurers wading through the catacombs of **Vangre Below** I think you'll agree Adam did a fantastic job! We are looking for other capable artists able to turn out top quality work for our covers, so if you can help, contact us at our usual mailing address.

True to our word, we want our readers to fully participate in building the **Unae Campaign** world. To encourage you to do so, we are launching a **Scenario Competition** with the prize to be announced next issue. What we want you to do is write a one page submission outlining the plot and main hooks of an adventure you'd like to write set in Unae. Have this in to us by **16 August 1993** and we'll ask the best submission(s) to write up their scenario for publication in Australian Realms.

Responses from our Readers Polls indicate a very strong interest in the upcoming release of the A-Team book. We plan to have this ready around Christmas time, and Andrew and Scott are busily working on fresh material even as I type this... well perhaps not as it is nearly 2 am, but they will be!

Read and enjoy..



Nick Leaning
Editor

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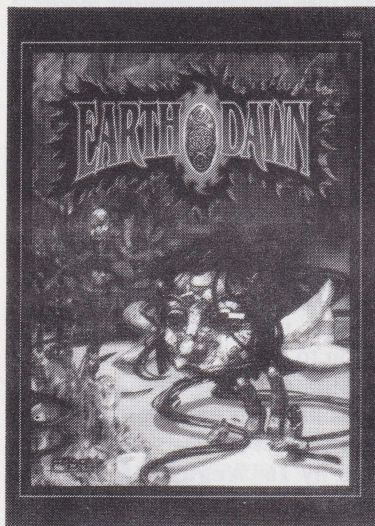
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EARTHDAWN

Fantasy RPG

by FASA - due August

Reviewed by Malcolm Adler



Before I get into the body of this review let it be known that I have an *advanced proof* copy of the game, it is unbound and without art. Consequently I am dealing with flavour, background and mechanics in this evaluation. Also let me say that to me, the most important facet of a game is the background and what it encourages. If the rules 'work' and the setting is 'sufficient' then the success of the game is up to both the referee, players and the publisher.

A game made to encourage inventive play, role play and original play is inherently a 'good' game. A game that does none of these is by definition 'tired', there are too many tired games on the market for automaton players who are used to accepting anything for 'their' game. I am glad to say that Earthdawn is the former, it is a good game, one with potential and is the most impressive fantasy RPG released in the past six years.

The format of the Earthdawn rule book will be well over 300 pages plus dozens of colour plates in hard cover. While no artwork was included in the review copy, samples of the black & white and colour illustrations is of a good standard, higher than that for Shadowrun, FASA's other major RPG.

The background is very good. The overall basis of the Earthdawn mythos is similar to Shadowrun, with cycles of magic causing various upheavals. But, unlike Shadowrun, Earthdawn is based on picking up the pieces *after* magic has peaked, during which the

Horrors spilled through into the world from astral space.

The setting is Barsaive, an old province of the Theran Empire. The Therans discovered through careful research the truth about the cycles of magic and planned to build magically strengthened shelters underground - called Kaers. When the Scourge started the populations fled into their magical sanctuaries. Unfortunately many were not strong enough and the Horrors broke through the wards entering and slaughtering the inhabitants of the Kaers. Sadly, some Kaers had already been infiltrated by disguised Horrors or their servants. These corruptions not becoming active until after the entrance had been sealed.

All that is history. The game is set after the surviving Kaers have been reopened. After centuries of hiding, the Humans, Dwarves, Elves, Trolls, Orks, T'skrang, Windling and Obsidiman are rediscovering their changed but now tainted world.

The politics during this new age of exploration is one of independence from the Theran Empire, which is trying to re-establish itself as overlord. Currently most of Barsaive is still free, under the banner of the dwarven kingdom of Throal. It is into this unsure, virgin and insecure world the players - *heroes* - are thrust.

The rules; for beginners or experienced players? The game is for both. The rules are written in a simple enough form and with plenty of examples so that a new gamer should not get lost. For more experienced gamers there is enough depth in the system to keep the average player happy (note also an Earthdawn Companion is planned for later this year).

The rules themselves are generally original. The end result is a system that works easily and logically but may take some people a while to get used to.

Magic is an integral part of Earthdawn, every PC can use it in one form or other when they choose their Discipline (*class*), this gets a hero Talents (*special abilities/skills*) leaving you to flesh out your hero with equipment, a personality and mundane skills. There are

many different Disciplines such as Beastmaster, Sky Raider, Wizard, Thief, Nethermancer, Archer and more; each uses magic in a unique way that gives the character his or her talents (skills that are improved due to magic). Players have advancement options by increasing Circles (*levels*) and rank. On the whole it works, but will take some people a while to get used to. Combat is straight forward, the rules allow for all sorts of battle and are complete. A thorough listing and description of weaponry also make the topic well covered.

The 'world' of the game is the province of Barsaive as described above. It is a living setting, and has a superior feel compared to many other published worlds for fantasy RPG's. Whether this is maintained I couldn't say, but a more detailed look at Barsaive will be available in due course when a boxed set is released later this year.

The future - Earthdawn can only be expected to have a well supported future as FASA has the resources for such a schedule. Whether planned releases will maintain the good standard *Earthdawn* and valuable feel that the main rules do is yet to be seen. After speaking to Lou Prosperi (*Earthdawn* developer) it seems that FASA is not planning to drown the potential buyer in supplements, so as long as the games product line continues at the same high quality this new entry to the fantasy rpg market is set to be the next big thing in gaming.

One of the biggest positives on Earthdawn's side is the continual encouragement to do with it what you will. Many types of adventures are hinted at (such as dungeon/Kaer crawls) but the world holds a great deal of better alternatives than these tired avenues (but FASA even manages to spice these up!).

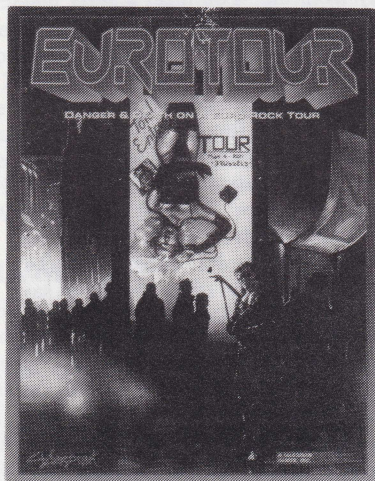
My opinion is that the game is going to be big. I suspect the second biggest RPG in the market is about to arrive. Consequently you owe it to yourself to check it out when it becomes available in August. Give it a good look over and then make your own judgement.

"The time of darkness is over!"

EUROTOUR

Cyberpunk Adventure
by R. Talsorian Games

Reviewed by Colin Taber



To call **Eurotour** an 'adventure' is an understatement. The Eurotour book is at the very least a mini campaign with seven scenarios scattered over the European continent. But, first to start with a few impressions. I have always cringed at the cyber style games and their 'rocker' adventures. It can be relevant and informative but it is also too clinical, you can't have rocker adventures set around stars and bands that are often so simple and good natured that they should be in a vegetable patch. Generally this material bores me. Anyway, now that you know where I'm coming from I'll detail the product, which you will probably be surprised to hear is, in my opinion, quite good.

As it says in the intro, the book will be better used if you have Eurosource so you can be prepared for the characters going astray, but it is certainly not a 'must have'.

The book is in typical and fairly pleasing RTG format, good maps, good illos and creative typesetting give it a good feel. The cover art is well executed; very cyberpunk. Inside, you get 86 pages, which is a very reasonable size for the price, and it is well populated with sound ideas and interesting text. The exclusively black and white artwork

follows the usual pattern of poor to excellent, with enough new detail to add to the referee's stock of cyberpunk images. I especially liked the air taxis buzzing over Piazza San Marco in Venice. So much for gondalas.

The premise for the campaign is that the players are running as security for 'John Entropy' an underground singer from the US. He is embarking on a European tour that sees him and the players visit Liverpool and other cities, notably Brussels, Venice, Praha, Stockholm and Paris. The tour is plagued by problems (I won't give away too much) from terrorist, to more than one run in with the authorities, to the dissolution of the Czechoslovakian government.

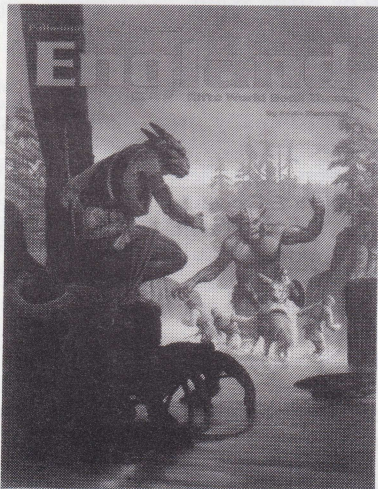
There is a lot of scope for side plots in this book, as well as a lot of potential for carrying it on as a continuing campaign. RTG has done a good job of detailing the various personalities and have meshed the adventure into the fabric of Cyberpunk's Europe to make the whole setting a very happening place.

This book and the setting has a great deal of vitality in it, so much so I suggest any serious Cyberpunk GM has a good look at the product. But once again, to get full use out of it you should also consider picking up Eurosource.

ENGLAND

Rifts World Book Three.
by Palladium Books Inc.

Reviewed by Adam Whitt



I have to confess that previous offerings from Palladium Books Inc have always left me cold. A legacy of some terminally dull sessions of Robotech with the GM from hell, who expected us to gasp in wonder at every gargantuan artefact he described. But England: Rifts World Book 3 has turned that opinion around. Its fantastic, in every sense of the word.

The striking Keith Parkinson cover painting makes just the right statement about what is to be found inside; Arthurian knights, mist wreathed forests, mythical beasts, alien races, magic, mystery and adventure. Beautiful.

This Rifts sourcebook details the entire British Isles and even mentions France from time to time, but as the author apologises to the inhabitants of Scotland, Ireland and Wales, calling the book "England" looks and sounds much better. Of course, this is *Rifts* England with the game's curious mix of the old, the new and the future allowing just about anything to fit if the authors want it. But I must congratulate Siembieda and his co-writers for their restraint; they have skillfully interwoven Celtic myth, Arthurian legend and traditional Britain with the elements of their own peculiar universe and kept it reasonably plausible and balanced.

The court of King Arthur has been recently re-established, but (without wishing to give the game away) with a major twist that will keep the players who traverse this World Book guessing for quite some time.

So what's inside? Lots of everything. The book opens with The Millenium Trees, majestic, magical, sentient arboraceous creatures situated at ley line nexus points. These giant trees spread their benevolent influence throughout the land. Tended by their own druids, they occasionally gift magic items and healing to their mortal allies.

Other useful sections are given on herbalism, Celtic Gods, new magic items, techno-wizard weapons, new creatures, several new O.C.C.s including Temporal Wizards (with a matching branch of magic), Temporal Warriors and Temporal Raiders, Knights and Royal Knights and Millenium Druids. Many facinating locations are described and adventure plotlines suggested. Also, the main non-player characters are given lengthy descriptions detailing their outlooks, aspirations and, in several cases, their hidden agendas for the future of England and Europe.

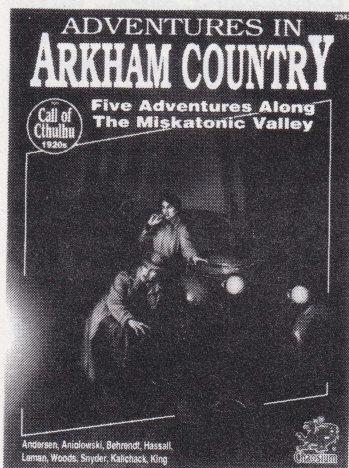
The best thing about Rifts material, from my point of view, is its wonderful versatility. Because Rifts includes almost every possible genre, the source material can be readily adapted to almost any game system. Personally, I can't wait to have my AD&D Spelljamming group land atop a Millenium Tree in Rifts England! I will now take time to backtrack through all the Rifts material and I look forward to those World Books yet to come.

Jolly good.

ARKHAM COUNTY

Call of Cthulhu Adventure Pack
by Chaosium

Reviewed by Andrew Daniels



I admit it. Lovecraft scares me! Derleth, Pierce, Poe have all contributed to any number of sleepless nights wondering just what that shadow at the end of the bed really is. But having spent the past ten years happily beating the living daylights out of anything that even looked like a demon, I faced the prospect of delving into Chaosium's much vaunted Call of Cthulhu with more than a little trepidation. I mean, how riveting can a tale involving hardly anything to smash to bits be?

Happily the answer is - very!

Set in the America of the 1920's, Adventures in Arkham County is five complete scenarios lovingly crafted within Lovecraft's Miskatonic Valley. Each scenario has been written by a different author, and all are a delight to read, recalling all the traditional elements of the classic horror tale. These are imaginative stories filled with the rarest of role playing ingredients - atmosphere and suspense.

The plots are for thoughtful players willing to track down the solution to the mysteries via research in dusty libraries, and interaction with the npcs - doing things that do not include killing everything that moves. The scenarios have a strong detective story element; carefully structured with little left to chance. The referee is armed with a myriad of clues and devices to

guide and mystify the players; problem solving and interaction are the order of the day.

A fine example of this is the first scenario in the book; *A Happy Family*. In it, Kevin Hassal provides a chilling tale of murder and disappearance surrounding an old family friend. The referee is provided with fully rounded descriptions of the main characters (a positive move away from the 'You meet a surly mage who asks you to...' device that prevails in so many other products), plus logical stats, a blood curdling storyline, clearly useful maps, and some of the finest black and white illustrations I have seen in a long time. This offering sets the tone which is maintained throughout and topped by the final adventure - *With Malice Aforethought* - where the players get the opportunity to play both a prisoner arrested and charged with mass murder, and the attorney who must investigate the truth and try to save you from the electric chair. And lurking in the background are the Cthulhu monsters; not too many of them, but once you find them, you never forget them.

An excellent product for those who enjoy more depth and challenge to their roleplaying. A volume that other "genre" scenario writers should keep on their desks as a reminder of what can be achieved with a little extra effort.

THE MURKY DEEP

AD&D 2nd Edition Adventure
by TSR

Reviewed by Adam Whitt

TSR staff writers seem to be able to push out these adventures in their sleep, and that's where I found myself drifting when reading *The Murky Deep*.

This module is competently written, well laid out, has plenty of DM assistance, includes an array of fairly well thought out npcs, and presents a series of situations and setups that guarantee a good mix of exploration, investigation and combat, but where is the spark of inspiration that would ignite this adventure and make me desperate to have a go at running it... its missing!

The *supposed* novelty is that a large part of the adventure is set underwater; but most of us experienced DMs have run this scenario before, ten years ago! Players are up against a submerged temple, sahuagin and shark denizens plus a few damp priests and priestesses thrown in to shiver the players timbers. If this is, as I suspect, aimed at inexperienced DMs who have not tried underwater settings, why the relatively high (5-8) levels?

The Murky Deep is a damp squib. Look elsewhere for innovation and excitement.

BATTLETECH RECOGNITION CARDS

Game Aid by FASA

Reviewed by Ron Fielding

There's not much can be said about this gimicky product other than to repeat the accurate description given on the packaging (a little black cardboard box):

"Inside you'll find a complete set of 160 BattleMech Recognition Cards for the BattleTech game. Each card contains a full-color illustration, technical specs, and game information for one of the 150 primary 'Mech designs or a selected variant from Technical Readouts 3025 and 3050, as well as information on the Great Houses of the Inner Sphere and invading Clans."

Looking inside the box, the cards feature rather uninspiring colour graphics of 'Mecha on one side, with the specs in functional layout on the reverse. As a reference they could prove handy, but it may take you longer to find the relevant card amongst the 160 than to write up the 'Mech on a piece of scrap paper.

I'd much rather grab the pack, shuffle, then deal four cards to each player and see what develops from this random distribution of resources on the battleboard.

Non-essential unless you are a collector.

THE MAGIC ENCYCLOPEDIA

Volume Two by TSR

Reviewed by Adam Whitt

We missed the first volume, but perhaps we were lucky! This 92 page offering is a book of lists, nothing less, nothing more. Running alphabetically from part way through G to the end of Z, this tedious tome enumerates every magic item that has ever appeared in a TSR sanctioned publication. Over 5,700 items dating from 1974 through 1991..., which means it took them 2 years to compile the lists and already its out of date. And the question you've got to ask yourself is; Why bother?

Each class of item has a small, simple line drawing illustration followed by an equally small and inane description eg. "*Mugs are large cups crafted from ceramics, metal, bone, shell or glass. Most have handles...*". You get the picture? Admittedly a number of the more exotic items are amusing and could give imaginative referees some refreshing ideas for adventure hooks... but that simply doesn't justify the work as a whole.

Those fanatic AD&D bibliophiles who do buy this product will find it gathering dust on the shelf in no time. Give it a miss.



Vangre Below

By Malcolm Adler

Vangre Below

A Short Low to Mid Level Fantasy Adventure

They stood knee deep in the sewers waste, torch light flickered as so did Albae's magical staff. Tonio had fought many things, but never magic, even now with the alien power on his side the swordsman would get no closer to it than he had to.

There was a sound from up ahead, something big had fallen into the muck. Balmerai the halfling, the strange, short native of far off Saldae screwed up his nose even more than he already had and spat out his opinion "Ogre!"

The group looked at each other, this was supposed to be a lot easier than this, just the Gargoyle. A simple bounty in the Undercity. Not a hunt in which they became the prey.

"I am wrong..." Belmarai the halfling stuttered, they breathed a sigh of relief until the Saldae finished his sentence "...there is not one, but half a dozen."

At the edges of the magical light stood a tall robed ogre with white cropped hair. The ogre cabalist raised his hand swiping it across in front of himself while his other hand rang a small black bell, he hissed. The torch sputtered and died, the staff exploded. Darkness took them, then the Ogres.

VANGRE BELOW

What we present here is a brief adventure, an introduction to the city of Vangre. The bulk of this scenario/article deals with the city itself, its history, culture and features.

Vangre, the largest, most crowded and prosperous metropolis in the Kramer Confederation presents a variety of adventures and intrigues against a lively background of bustling commerce, magic, danger and corruption. From the depths of deep Undercity to the heights of Paramon's Keep and the Cathedral, to the shadows, filth and despair of the Pit. Vangre has much to offer.

THE SCENARIO

The adventure is presented in a systemless format but is ideal for AD&D, D&D or WFRP. Vangre was detailed briefly in issue 11, more information on the city follows at the end of this scenario. The article 'The Ogre Clans' and 'The Church of Baimiopia' this issue also deal with the Australian Realms campaign world of Unae and can be used for further information.

The adventure will see that the characters are free to explore the dark horrors of the

'Undercity' of Vangre, a complication being that several people will want to make sure that the characters don't survive due to information they will come across. Welcome to Vangre.

THE PLOT LINE SUMMARY

1. The players arrive in Vangre and go to see the wondrous sight of a lone gargoyle perched atop the Cathedral. The best bowmen in the city have shot at the creature but it seems very agile and just dodges the bolts.
2. Noting their interest, an initiate from the Cathedral approaches them. He tells them of the bounty of 200 gold florins. If questioned he will mention the superstition which has kept other hunters away.
3. The party is free to pursue the gargoyle any way they want with the only limits being Vangre's civil laws and standards of common decency. It is almost impossible to apprehend it above ground as it can readily fly away.
4. Next, introduce Johl-Yoi, an elf who is looking for help to capture the gargoyle and collect the bounty. He will invite them to Monty's Cave to discuss tactics.
5. At the 'Cave' the party will be forced into the Undercity and find themselves back on the trail of the gargoyle.
6. Once captured (the players will be in the Undercity) the party discovers Pietro Carra's Abode under the Cathedral, his perverted necromantic work and the duplicity of Prelate Catteano.
7. The players endeavour to escape and collect their bounty for the gargoyle.
8. What happens next is up to you and your players. Will they tell the authorities about Pietro and Catteano? How will Benefice Mario Sontara welcome the news that they have seen the Martyr's Markings which depict the worship of St Baimio in a much different light to the way the Church has developed? Will thugs from Monty's Cave harass the group as 'elf lovers'? What has happened to Anna Heletiano - is she a Kultist?

THE DETAILS

The scenario itself is fairly simple and straight forward, it is just a "bag the bird and claim the loot" plot. What will give it depth is what you add to it. The main details of the plot's locations and characters are below. I suggest you read it thoroughly before play.

The Superstition: The Vangrians have a local superstition about gargoyles. It is a rhyme that reads as;

*See the gargoyle in the sky,
strike it well and it will die.
The victor lives stalked by doom,
The mocking gargoyle will claim them soon.*

It is because of this superstition that most of the locals are ignoring the beast. While Vangrians are not normally subject to such ridiculous superstitions, they in this case are making

allowances. Gargoyles don't normally come this far south. The last time such a beast was in the area was one hundred and seventy four years ago according to church records.

While most locals are leaving the beast alone there are two groups of people who are also trying to claim the bounty. They are moving around, watching it, trying to deduce where it lairs. These hunters are secretive about their work as they don't want their fellow citizens to treat them as doomed souls should they succeed.

The Gargoyle's Lair & Haunts: The creature spends most of the day feeding, flying and sleeping. It often roosts on the roof tops of high towers where it spys out easy food stuffs, for example hens at the markets. The gargoyle's lair proper is in the Undercity, in a disused part of the sewers next to Pietro Carra's Abode. The beast can only be found in this unstable tunnel section when it is sleeping or feeding. At such times it is not prone, it perches on a ledge near the tunnels ceiling and takes care of the entrance with a set of trip stones that Pietro Carra has given it to detect any invasion of its sanctum.

The gargoyles routine is the following; dawn until noon is spent sleeping, noon until dusk is feeding, hunting and accosting, dusk until dawn is spent working for Pietro Carra.

The *Tripping Stones* are a line of crystals that have been magicked so that they glow when ever any living thing larger than a hound passes over them. The light lasts for one minute then fades, re-energising if approached again. Tripping Stones must be prepared and arranged by a Cabalist, they have around one dozen charges before needing to be replaced.

The Rumours: The most popular rumours doing the rounds are that the gargoyle is a failed experiment of Kamora that escaped. It is also said that the beast steals children and is involved in grave robbing. The most slanderous of rumours is that the creature is the corrupted form of Reganto Heletiano's daughter who was taken ill a week ago and has not been seen since (Anna Heletiano has been diagnosed with 'brain fever' and it seems unlikely she will ever recover). In fact, she is a latent psionicist who has been 'kidnapped' by Horned God Kultists.

Elven Motives: Johl Yoi is a typical Unae elf. He is from Serhaem (see issue 11) and is only interested in looking out for himself. He currently lives in Aiman-Ro, the elfen quarter on the docks. If the party accepts his help and agrees to go equal shares in the bounty he will, once the gargoyle is killed, try and collect the proceeds himself. Either by abandoning the party or trying to kill them (he is most definitely not suicidal). If he accomplishes this he will return to Serhaem immediately to settle some outstanding debts he has. Like all elves of Wair-Rae heritage he hates Flets (humans from Fletland) and doesn't think too much of anyone who is not an elf either. He is two faced



and good at hiding his true nature when it suits him, treat him as a 4th level Ranger/Thief (AD&D, D&D) or as a Marine - via Gambler and Thief (WFRP).

A Night Out: Monty's Cave is where the 'Fights' are held. It is an inhuman contest in one of the strangest taverns to be found anywhere. Monty's Cavern is dug into the cliff face of 'The Pit' and thus its backrooms are actually a part of the Undercity. Several blocked off passages in these back rooms lead further into the Undercity, but they are always securely locked during trading hours. It is possible that the Thieve's Guild are using the pub as a safehouse from where they launch their nightly raids on the wealthy from Vangre Below.

Johl-Yoi decides he wants to go for a drink and to see 'the Fights', he asks the players to come along as he doesn't want to (being an elf) go into The Pit alone. When the players arrive they follow Johl-Yoi as he buys a round of drinks and heads for the back rooms. Soon the players find themselves in a big cave, overlooking a sunken pit which holds two goblins and a powerful looking Flet Human. Johl-Yoi eggs on the Goblins, even spilling his tankard over the Flet at one stage, the human crowd goes exclusively for the Flet. After two fights and some pit side entertainment by a Medinan Dancer all hell breaks loose with people spilling out of the passages and into the viewing cave and the pit itself. From the cries and yells it becomes apparent the militia is raiding the tavern.

Several shifty looking fellows pick a lock on a door blocking further passage into the Undercity and head down it, so do most of the crowd, many drawing knives and grabbing torches from the

cave's wall. The players either willingly go or are carried by the crowd. Being unfamiliar with the city they are being pushed and shoved, soon it is very dark and clanging swords can be heard from ahead. The players are pushed aside and tumble into a pit. The drop is broken by deep water.

While the players try and gather their senses Johl-Yoi hears something, he tells them to be quiet and to kneel down in the sewer water. The flapping of wings passes over head. Soon Johl-Yoi tells the players he is sure the Gargoyle just passed over head, and suggest that while they are here in the Undercity why don't they go after it (he suggests they have the advantage as it is a winged beast in an confined space).

The Kultists: Once they have pulled themselves free of the water, the party will hunt down the gargoyle. The elf is able to hear it flying through the passageways. Along the way a piercing scream is heard, followed by horrendous sobbing and moaning. If the party go to investigate they come across a crumbled chamber and see the swishing robes of a figure leaving hastily by a far exit. In the chamber, strapped to a piece of fallen masonry is a near naked corpse. The poor soul has been flayed to death and most of his blood drained.

Pursuit of the Kultists will be next to impossible as they know the secret ways of the Undercity (this plotline merely serves to introduce the players to the idea that the Kultists are active in Vangre - we leave referees to develop this further).

Pietro Carra: Rumoured to live below Vangre in the Undercity is a necromancer, Pietro Carra. He is a powerful caster and is very close to achieving

immortality. When the players find him he is far more likely to talk to them and *welcome* them to his Abode than engage in anything other than defensive combat. If the players don't overreact they may find that they have stumbled across a very handy (if not double edged) weapon and information source.

Pietro Carra is very powerful and will protect his property and person *very* promptly if accosted. It would be his standard tactic to *freeze* any attackers and talk to them in this paralysed form. Treat Pietro as a 12th level Wizard (AD&D, D&D) or a 3rd level -going on 4th- Necromancer (WFRP).

While he is continuing his research, Pietro has a constant need for fresh corpses. This demand is currently met by his gargoyle pet, but it will soon be dealt with from a most unexpected source (see *The Visitor* below).

The Truth: Should the players follow the gargoyle into the Undercity they will eventually be lead to the secret entrance to Pietro Carra's domain. While they will be welcomed by a carefully calculating Pietro (if he thinks releasing them will endanger his home he will curse them so that should they tell anyone of his presence they will suffer the *Blood Plague* [see issue 10 & 11]) they will be watched.

His Abode is a set of old tunnels, dating back over eight centuries. His main chambers are the ruined sub-level of an early temple built by the Church of Baimiopia. Upon its walls are a truth that the church of today would not want revealed, in pictures painted on the walls it shows priests amongst the common people, preaching *with* and *among* them, not *above* and *away* from them.

Other paintings show similar scenes, even monks and a Benefice working a field with commoners. Things have certainly changed. These paintings are known to the Church as the Martyr's Markings but have been kept securely hidden from the general populace. News of their discovery will not be welcomed by Church officials.

The Visitor: When the players enter Pietro's abode they will discover that he is not alone. Pietro has a guest, a Prelate named Catteano (his robes will give him away). If the PC's see him he will attempt to hide and will quickly depart, hiding his face.

Corrupt Catteano: If the players don't just barge into the main chamber what they will overhear their conversation; Prelate Catteano is supplying the Necromancer with fresh corpses from warm beds in the slums of Vangre! Catteano is a devious man, and is asking for magical favours in return. He realises the problems the players could cause and if he has time may arrange for either the thieves guild, a force of Des Sankta Glavo (templars) or even goblins to hunt down the players while they stumble about in the Undercity. Pietro will not kill the players (unless in defence) as he prefers others to do the 'killing' he just does the 'un-killing'.

Fire! Fire!: Fire is a constant danger in Vangre as the Oil Works has leaked crude oil into the Undercity. A party may accidentally ignite the black sog causing extensive damage and probably immolation of themselves!

EXTENSIONS

These ideas are offered in brief for referees who would like to continue using Vangre as a base for their party. Vangre Below is only a starting point for a campaign in the Undercity and beyond.

The Ogres: It is not likely, but still possible that their could be scouting team of Ogres in the Undercity for the players to stumble across (see the article in this issue for more details).

The Kultists: It is rumoured that various kults of the Horned God use the Undercity as a meeting place. It is true, the Undercity has seen many despicable sabbats, rituals and summonings. Kultists don't keep a permanent force in the Undercity but are there in numbers every other night. Recently Anna Heletiano, daughter of one of the city's leading merchants has joined them... willingly or otherwise.

The Goblins: A small tribe of goblins calls the Undercity home. From this base it conducts night-time raids on the various stores and stalls of Vangre for food and equipment.

THE HISTORY OF VANGRE

Vangre was established by Heletian colonists nearly ten centuries ago upon the smouldering ashes of an ogre clan fortress. The leader of the Heletians was told by his seers that the seas had stabilised, the priests agreed and so to did even the cabalists among his tribe. So, with the enemy vanquished, the sea now still and a great harbour at his feet Stephan Paramon founded Vangre, the city of Sails.

It took eight years until the keep was completed. It overlooked the harbour and was surrounded by a city of five thousand souls (exclusively on the west bank). As the years past and the city grew it needed more room despite various set backs. Within a century the city was seriously establishing itself on the east bank of the Sarmona river, with stone buildings, cobbled streets, a stone wall and the first major engineering project, a stone bridge across the west Sarmona finally uniting the west and east banks.

Vangre grew continually, but also cycled through rough periods caused by things as varied as pestilence, storms, pirates and the expected brutal ogre raids. The city was razed on eight occasions, once due to fire, twice storms and the remainder are the results of daring ogre attacks. The city has not suffered any serious setback for the past two centuries, the ogres being well and truly pushed far away. One, perhaps the only threat the city now faces comes from underneath, Vangre's infamous 'Undercity'.

THE UNDERCITY

The Undercity is what remains of the original lower levels of the ogre fortress-town that existed before Vangre was founded, plus the various other sewers and buildings that have been put in then forgotten, buried or partially destroyed over the past millennium (a great deal of the reason for this haphazard planning is due to the city being razed repeatedly and hurriedly rebuilt without considered planning). The Undercity can be accessed from various parts of Vangre such as from Paramon Keep on the west shore, 'The Pit' in the old city area, the Cathedral, the sewers and even from some private houses. The Undercity in all averages two levels, but in the raised areas of the city such as beneath Paramon's Keep, the Cathedral/Market Square area and the north west slum it is up to six levels, with several more below water.

The Undercity is a dangerous place frequented by the occasional ogre raider, a goblin tribe, the thieves guild, Horned God kultists and even a Necromancer named Pietro Carra who has sealed off the tunnels under Vangre's cathedral for his own perverse use.

HIGHLIGHTS OF VANGRE

The Pit: This area also known as 'The Old City' is a sunken section of Vangre that faces a wedge shaped cliff that many of the dingy taverns and other 'unglamorous' businesses of the area are dug into. This area is ten metres lower than that of the university and Kamora's Residence above, at the top edge of the cliff. Many of the establishments are part of the undercity, being built into the cliff face, some even have access tunnels to the true undercity. This is a seedy and 'exciting' part of Vangre, for this reason the militia does not patrol the Old City after dark. Muggings, pick pocketing and worse are all common crimes in the area. The district is also a favourite place for the more daring students of noble blood from the university above, many feeling that roughing it makes them more 'manly'.

Aiman-Ro: This is the Elf Quarter of the docks and is a walled enclave that only elves are allowed to enter unescorted. The gates to the quarter are guarded by the elves own militia as is the districts streets patrolled by the same authority. The elves of the area are almost exclusively from Serhaem (see issue 11) any others are from Wair-Rae.

The Square: This area is known by several names such as 'Cathedral Square', 'Civic Square' or 'Market Square'. It is a wide square filled with market stalls and flanked by the civic buildings of the Vangre on three sides and the Cathedral on the fourth. Vangre's two main avenues run along the Squares sides, it is always a busy, crowded and well patrolled place. Underneath the square are the catacombs, accessed from the cathedral and several forgotten entrances that link them tot he undercity.

The Docks: The dock areas are made up of rows of warehouses and small commercial offices for merchant companies. The area is only safe during daylight. With the night comes smuggler gangs and also the infamous 'Spani Lechers' who terrorise passers by abducting, attacking and

thieving whatever, whoever and whenever they care to. The gang is not a serious threat to law and order, they are just trouble makers looking for a quick a Florin.

The Oil Works: These buildings are a grouping of new businesses that refine the oil from the black gold springs on an island off the coast. The fisherfolk of Vangre dislike the Works because oil has been seeping into the harbour for years, tainting the fish. Of more concern to the city should be the fact that the same oil has slowly soaked into the Undercity - creating a potentially disastrous incendiary situation.

Paramon's Keep: This fortification is over nine centuries old and has seen a great many uses over time. Currently it is the residence for the Benefice of Vangre, one Mario Sontara. As the keep is now controlled by the Church it is also home to a force of Des Sankta Glavo, consequently crime in the nearby districts of Vangre is nearly nonexistent.

The High Chapel: This is a large church built for the nearby residents and also a small adjoining monastery. Residents of the Unchino Circle and other upper class areas on the west bank use this church as 'their own'.

The Unchino Circle: This is a pompous area where all of the successful merchant houses of Vangre (and other Kramer Confederation cities) 'must' have a household. This is a place of great wealth, frequent patrols and pampered gardens.

The Noktorue: This is the district of taverns and theatres. While taverns can be found throughout the city (particularly in 'the Pit') this grouping of streets represents the place to be seen. With over fifty pubs, gambling dens and taverns, six theatres and hundreds of street vendors, there is always much happening and at all hours.

Importers Bazaar: This smaller market is an exotic bazaar of goods from across Unae. Also for sale here are many forbidden items such as narcotics, poisons and illuminated erotic books!

The University: This is a place of great learning, many students come from across Dormetia to be educated here and to study in the institution's Grand Librarium. Recently the University of Vangre has lost some of its prestige and students to the newer Panori University of Porte.

Kamora's Residence: This rickety stone building teeters on the edge above 'the Pit'. Its three floors are bedecked with shuttered windows that are all locked closed. This is Kamora's home. To some he is a warlock, in league with dark forces, to others he is an eccentric old man. To all he is dangerous and well respected. Kamora is a cabalist, and his home represents a haven for his kind in Vangre. He will speak to no one who is not, or not in the company of a mage.

Sarmona's Tower: This six level tower rises out of the river and is accessed only by the main bridge across the river. It is a prison for common criminals and is very well guarded (serious offenders or 'enemies of the city' are placed in Paramon's Keep, which has three levels of dungeons for such 'high risk' individuals).

A Note on Residential Areas: If you want an idea of what 'class' a residential area is look at the city map and compare how small and how close the dwellings are to each other. The bigger the spaces and buildings the wealthier the residents, and thus the higher their class. The slums appear as confused jumbles of shanties.

A point to remember about commercial areas of the city is that many tradesmen live above their store or workshop, meaning there is usually someone home.

If people want more information on Vangre you are welcomed to write to us.

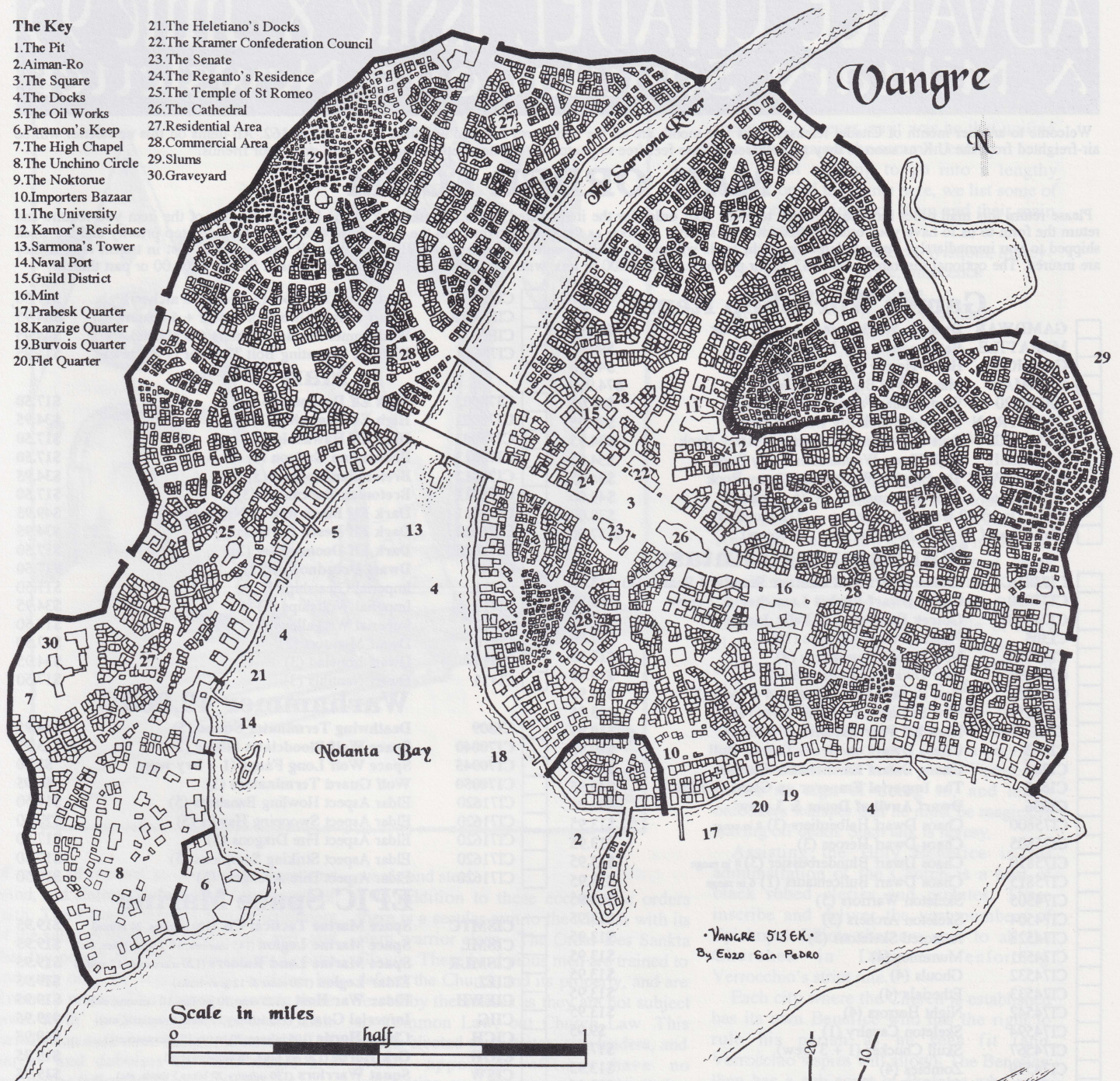
Welcome to Vangre.

It is Autumn 513EK - Encarnigo Krienta.

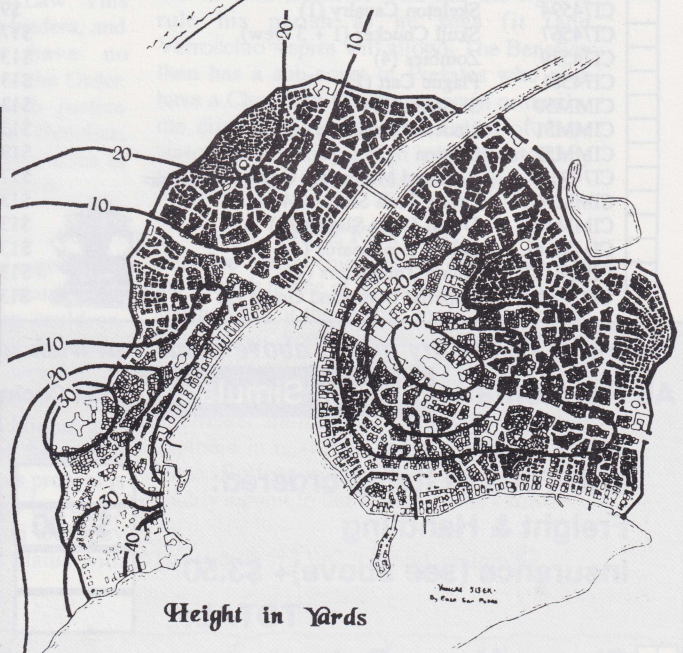
The Key

- 1.The Pit
- 2.Aiman-Ro
- 3.The Square
- 4.The Docks
- 5.The Oil Works
- 6.Paramon's Keep
- 7.The High Chapel
- 8.The Unchino Circle
- 9.The Noktorue
- 10.Importers Bazaar
- 11.The University
- 12.Kamor's Residence
- 13.Sarmona's Tower
- 14.Naval Port
- 15.Guild District
- 16.Mint
- 17.Prabesk Quarter
- 18.Kanzige Quarter
- 19.Burvois Quarter
- 20.Flet Quarter

- 21.The Heletiano's Docks
- 22.The Kramer Confederation Council
- 23.The Senate
- 24.The Reganto's Residence
- 25.The Temple of St Romeo
- 26.The Cathedral
- 27.Residential Area
- 28.Commercial Area
- 29.Slums
- 30.Graveyard



•VANGRE 513 EK•
By ENZO San PEDRO



ADVANCE CITADEL Issue 8 June'93

A Military Simulations Newsletter

Welcome to another month of Citadel releases. New this month are all the miniatures featured in White Dwarf 161 & 162. All items on this newsletter will be air-freighted from the U.K as soon as they are released. Please feel free to photocopy the newsletters and pass them onto your friends.

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MONSTER GALLERY

This issue's Gallery presents three very different creatures, but all with one thing in common - they live to suck on essence of player character!



Mrth'Knarr

Rune Monster, Life Stealer

By Dave Capon

Alignments: Miscreant or Diabolic

Attributes: IQ 1d6 ME 3d6 MA 3d6 PS 5d6 PP 4d6 PE 4d6 PB 1d6

MDC: 2d6x10 +100

Horror Factor: 12

PPE: 2d4x10

Natural Abilities: Life Drain

Bonuses: +2 Strike, +2 Parry, +4 Dodge, +10 to save vs Horror Factor, Psionics & Magic

Dmg: Claws (x4) 4d6 MD, Bite 3d6 MD,

Magic: None **Psionics:** None **OCC:** None

Average Life Span: 40 Years

Enemies: All humanoids

Allies: None

Size: 8 to 10 ft tall

Weight: 700lbs to 1000lbs

About the size of a troll, the Life Stealer is a hideous minion of the Chaos Lord. Its massive maw is filled with rows of teeth like those of sharks, and has four spindly long arms each ending in a three fingered claw, tipped with long nails. In the centre of its massive, froglike head are usually one or two small horns. The leathery hide of the monster ranges from a green to a red-brown colour. Its long spindly legs are surprisingly strong, and the creature moves with a great amount of speed and agility.

The strike or bite of a Life Stealer drains the life forces of the victim. Although not as powerful as Rune Weapons, the loss of strength is dangerous. Due to the ability of life draining, no rune sword will be able to drain the life force of a Mrth'Knarr. The Mrth'Knarr are a race of parasites who feed on the souls of other beings. These creatures are suited to tougher RIFTS™ parties.

The Buz

By Paul Douglas

Number: 1-3 swarms, in hive 7-12 swarms

Armour Class: 2 **Move:** 18" **HD:** 1

% in Lair: 60% **Treasure:** nil

Attacks: Strength Drain **Damage:** 1d3 STR

Special Attacks: buzz

Special Defences: magic weapons to hit

MR: 10% **INT:** animal **AL:** neutral

Size: varies, T to S per swarm

XP: 25 per swarm encountered

The buz are insect-like energy creature. A single buz is about 1 inch diameter, but they are usually encountered in swarms of around 100 buz. They are called buz due to the annoying telepathic buzzing they make (even heard by deaf creatures). Buz feed on life energy, draining 1d3 Strength points when the swarm makes a successful 'to hit'. Unless starving, the buz will not drain to the

death. Strength points lost this way will regenerate at the rate of one per hour, two if resting. Combat bonuses, weight limits, etc. are affected, however the draining is painless, only noticeable as gear get heavier.

If the hive is attacked, the telepathic buzzing will become more high pitched. After two rounds all creatures within 30ft must save vs spells or be stunned. Telepathic creatures and creatures with 6 or less Constitution must make a second save or fall unconscious for 1d6+1 rounds.

Blood Bats

By Andrew Daniels

Climate/Terrain: Any

Frequency: Rare

Organisation: Colony

Diet: Blood

Intelligence: Animal

Alignment: Neutral (evil)

No. Appearing: 1d13+3

Armour Class: 5 **Move:** 3" Fly 15" MC B

Hit Dice: 3 **THAC0:** 16

Damage/Attacks: 1d3

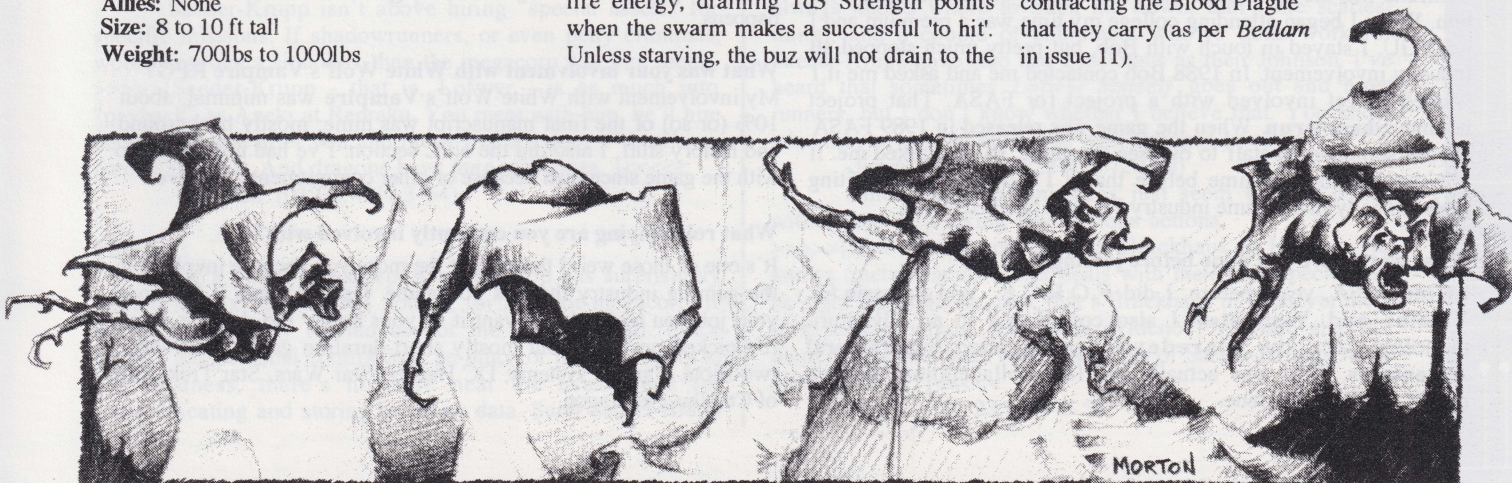
Special Att: Blood Drain (1d4/mr), Disease.

Special Defences: nil

Size: S **Morale:** Average (8-10)

XP: 270

This largish batlike creature is completely hairless and fetid smelling. They hunt in small packs and fall upon hapless prey to cut exposed flesh with razor sharp incisors before lapping up the flowing blood. Once gorged (18 hit points of blood), the blood bat flies back with distended belly to feed its young with regurgitated blood. These despicable creatures can be trained to fetch blood for a master willing to risk contracting the Blood Plague that they carry (as per *Bedlam* in issue 11).



What's Up, Chummer?

Tom Dowd Interview



Tell us about yourself. Where are you from? Who are you?

I'm kind of unique in the professional gaming industry in that I never really had to "pay my dues". When I was in high school, some thirteen or so years ago, I worked as warehouse staff at Fantasy Games Unlimited who published **Bushido**, **Aftermath**, and **Villains and Vigilantes**, among other games. I wrote a couple of adventure for **V&V** (specifically **F.O.R.C.E.** and **Assassin**). At the time, Bob Charrette was the art director there and I got to be very friendly with him. When I began attending college my time was a premium and I left FGU. I stayed in touch with Bob, but pretty much stopped all industry involvement. In 1988 Bob contacted me and asked me if I wanted to get involved with a project for FASA. That project became **Shadowrun**. When the game was released in 1989 FASA needed someone on staff to oversee the game, so they asked me. If you'd asked me any time before that if I thought I'd be writing professionally in the game industry I'd have laughed at you.

What work have you done before joining FASA?

Before FASA, years before, I did **F.O.R.C.E.** and **Assassin** for **Villains and Vigilantes**. I also contributed to an adventure anthology for the **Daredevils** game called **Supernatural Adventures**. That was actually the first collaboration between myself and Bob Charrette.

What work have you done in the film industry?

My background is in film and television, but all my work has been on a local semi-professional basis. I worked on a series of industrial productions, but nothing of real value or worth mentioning.

When did you start gaming, and by playing what?

I started fourteen or so years ago in 1979 by playing first Basic D&D and then AD&D, like nearly everyone I suppose of my gaming generation. I moved quickly into many different FGU games because, well, I worked there.

How did Shadowrun come about and when?

Shadowrun was conceived by Bob Charrette in 1987-88 as a straight cyberpunk game. R. Talsorian, however, beat us to the punch with **Cyberpunk** in 1988, so we knew we had to do something different. Plus, by then every company (or so it seemed) was jumping on the cyberpunk bandwagon. It was Jordan Weisman (one of the owners of FASA) who came up with the wacky idea to use magic.

How did you sell it to FASA?

Shadowrun was conceived of out of house (outside of FASA), but FASA had considerable input into it. It was designed and written by Bob Charrette, Paul Hume, and myself. FASA was sold on the concept, especially after magic was introduced into the formula.

What was your aim with Shadowrun?

Our objective as writers and creators was to design something that people would have fun with. We wanted to create an environment that would be stimulating, interesting, exciting, and above all fun. We are talking about games here after all. And yeah, sure, we all wanted to make lots of money.

Are you happy with the games direction? Where is it heading?

Yes, I have to say I'm happy with the game and where its gone. It remains interesting to me because I give our authors free enough rein to create aspects of the world themselves. So, I'm continually entertained by what they come up with. There isn't any one particular generation the game is heading right now. I listen to player feedback quite a bit and use that as my guide. We'll have to see what happens.

What was your involvement with White Wolf's Vampire RPG?

My involvement with White Wolf's **Vampire** was minimal, about 10% (or so) of the final manuscript was mine; mostly background and history stuff. I also did the NPC section. I've had nothing to do with the game since then because of other commitments, however.

What role playing are you currently involved with?

It's one of those weird things, but the more you become involved in the gaming industry the less you game. I guess when it becomes your job you really don't want it as your hobby too. I game some, it's picked up lately, but mostly short-duration games, one-shots, two-shots. Various systems; DC Heroes, Star Wars, Star Trek, Call of Cthulhu, Pendragon.

"Night's Pawn" is your first novel. Did you enjoy writing it, should we be watching for more?

"Night's Pawn" was my first novel, and it won't be my last. I certainly enjoyed writing it. It was a very different experience. Though, truthfully, one of the worst things an author can do is a galley-proof a year or so after writing the novel. All the choices you made those twelve months ago now seem like crap. Sigh. It's really quite a bash on the ego.

What are you working on now?

Right now I'm working on *Tír nan Óg*, which is the Ireland/Elven sourcebook. Wild stuff, should surprise some people.

Are there any special projects you are working on?

FASA has *Earthdawn* coming out this summer which is our new high, heroic fantasy RPG. It's a lot of fun and I expect good things from it. It's a brand new game system, but certain aspects of the background should be familiar to some people. I can say no more (for more information on the *Earthdawn* fantasy role playing game by FASA see the special review of the rule system on page 2 of this issue).

How did elves end up in a cyberpunk setting? How many beers did it take?

Elves/magic did not really "end up" in a cyberpunk setting in *Shadowrun*. We tried very hard to try and marry the two into one world setting as opposed to just grafting one on top of the other. Magic and technology are two parts of the same whole in *Shadowrun*. They both follow the laws of physics, it's just that the metaphysical laws are just as complex as the quantum physical ones.

How relevant do you feel the Shadowrun setting is to our contemporary world?

I don't think *Shadowrun* is particularly relevant to the "real"

modern world. There are certain real-world theories and projections that are reflected in the *Shadowrun* history and development, but I certainly don't anticipate the world evolving in the direction of *Shadowrun*.

You must be happy with Shadowrun's success. Who is responsible for the original flavour and ideas behind the background?

Shadowrun was definitely a team effort. Bob Charrette, Paul Hume, and myself did the principle writing and design, and we all contributed to the overall game concept, flavour, and background. Jordan Weisman and Ross Babcock contributed a lot, as did Sam Lewis and Dave Wylie.

Where is the future of gaming going in your opinion?

Where is the future of gaming headed? Really hard to say. I think you'll see a division of sorts between more improvisational acting games like *Vampire: The Masquerade* and *Amber* and more traditional RPGs like *Shadowrun*. It all has to do with why people game (personally) and what they're looking to get out of that game. I've recently had the opportunity to visit England, Germany, and France (with the Netherlands soon to follow) promoting *Shadowrun* and I have to say that gamers, like people, are pretty much the same all over. Sure there are cultural differences that influence style and interest but I've seen little difference beyond that. I also think you'll see an upswing in computer-based play-aids within the next five years.

Is there anything you would like to say to our readers?

Is there anything I want to say to your readers?? Yeah, BUY SHADOWRUN. Geez, that was kind of obvious, eh?

Next issue Australian Realms will be speaking to the creator of Mage - White Wolf's game of modern magic. ■



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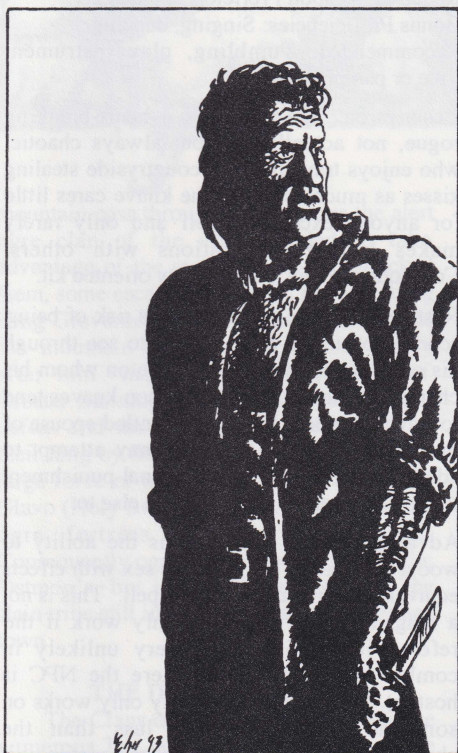
'A New Kit Bag'

by Ben Frayle

About the only thing which makes 2nd Edition Advanced Dungeons & Dragons™ superior to the first edition is, in my humble opinion, the inclusion of character kits. Since their introduction to the game I have developed a number of new kits for use in my own campaign. Presented below are four samples of these kits which referees can easily slot into their own campaign where appropriate.

FIGHTER KITS

These two kits are only open to members of the Fighter subclass of Warrior unless otherwise noted. That means they are not available to Paladins or Rangers.



Convict

Requirements: Strength 12, Dexterity 12
Races Allowed: Human, Half-elf, Half orc, Dwarf.
Required Weapon Proficiencies: At 1st level must use at least 1 slot towards punching or grappling specialisation.
Bonus Weapon Profs: Club or Dagger.
Recommended NWP: None.
Bonus NWP: Observation or Intimidation; Endurance or Blindfighting.

Description: Although anyone can be accused and convicted of a crime, ending up living the life of a convict, this kit is designed to represent the habitual criminal who has spent most of his or her life in custody and learnt all the skills required to survive and thrive in a prison environment. For a working description of such an environment see *Death In Thvatta* in issue 9. The Convict is a tough fighter, as down and dirty as they come. Alignment may be any neutral or evil, although the referee may allow chaotic good in an exceptional case.

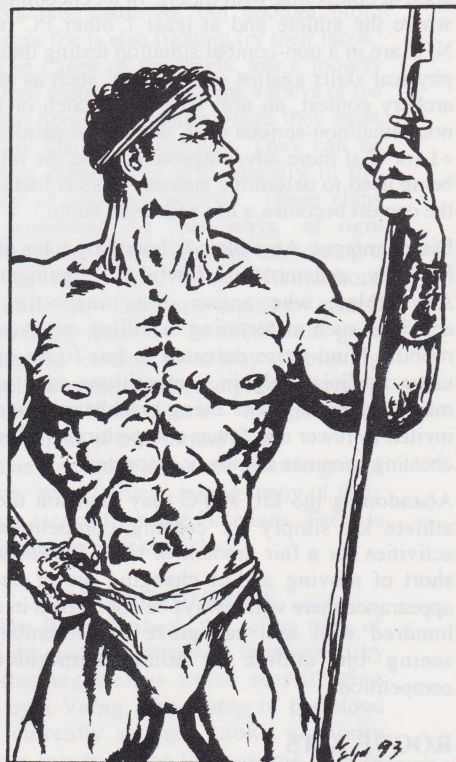
Background: The character was trained as a warrior while in a prison or similar confinement. He or she may have been a petty criminal toughened by life inside, or a former 0-level soldier sent to a military prison and adapted to the situation. It is recommended that the character's starting age be at least five to ten years above the normal, to represent the time spent in prison before release or escape.

Advantages: When fighting with only dagger, knife and club type weapons the convict is faster by 2 speed factors than normal, due to his upbringing. He may use 2 weapons but loses the bonus if either of them is not of the correct type (he may use a small or medium shield with no penalty, otherwise the bonus is lost). Any attempt by a thief to backstab a convict, or of any other character to strike from behind, suffers a -2 to hit penalty, due to the characters natural defensiveness.

Disadvantages: The character is, initially at least, scorned by society. If your campaign uses a social level system, the PC will start off near the bottom (this is up to the referee) regardless of birth. Upper class types and paladins will be loathe to associate with known convicts. It is quite likely the character has been branded with an ID number, symbol for a prisoner or a good few prison tattoos, which unless hidden make the character's background obvious. A convict will automatically come under suspicion when a crime is committed in his vicinity.

Starting Equipment: The character starts only with 20-70 gps to purchase equipment. If seen carrying items of greater worth, a convict may be asked to show proof of ownership

Abandoning the Kit: To abandon the kit, the character need only declare he wishes to do so losing all benefits, however he may not take up another kit in it's place. Even after abandoning the kit, the player is going to find life difficult as society will still distrust and harass him.



Athlete

Requirements: Str 16, Con 15, Dex 15.
Races allowed: Humans, Half-elves.
Required Weapon Profs: See below (may be specialised if slots allow).
Recommended: Charioteering, Land-based Riding, Endurance.
Bonus Proficiencies: Running or Jumping.

Description: Similar to the gladiator kit, the athlete is a combination of showman and skilled physical specimen. The athlete is particularly suited to a classical setting, you may wish to set the required proficiencies according to your setting as below: *Fantasy Mediaeval* - quarterstaff, longbow, jousting lance or longsword. *Ancient Greek/Roman* - javelin, shortsword, wrestling specialisation. *Celtic/Viking* - spear, handaxe or broadsword, punching specialisation. *Renaissance* - fencing foil or epee, wrestling or punching, pistol or arquebus (only if used). *Middle Eastern* - scimitar, composite short-bow or spear, wrestling or punching specialisation. *Oriental* (assumes Bushi subclass) - 1 style of martial arts (as per *Oriental Adventures*), katana or wakizashi, bo staff or daikyo bow.

Background: An athlete may turn to adventuring simply from boredom, a need for funds, or on some personal quest. Also adventuring offers the opportunity for a quicker increase in skills than a life of purely competitive combat and competition. An athlete may also travel the country en route from one event or championship to another and find adventure on the way. Many athletes are well-known, especially when they achieve higher levels, and they have a commensurately high social level (at least middle-class, whatever their humble origins).

Advantages: The athlete gains a +1 to Charisma when first created (lost if he or she abandons the kit), the normal racial maximum still applies however. Athletes are especially good at competing with others. In an encounter where the athlete and at least 1 other PC or NPC are in a non-combat situation testing their physical skills against one another, such as an archery contest, an arm wrestling match or a non-lethal/non-serious duel, the athlete gains a +1 (or -1 if more advantageous) on the die roll being used to determine success. This is lost if the contest becomes a life and death battle.

Disadvantages: An athlete is bound by rules of fair play, and most are lawful in alignment. Any athlete who enters into 'unsporting' activities such as torturing or killing captives, robbing blind those defeated in fair fights or using artificial help in competitions such as magic or 'herbs' risks being blackbanned and invited to fewer and fewer competitions if this cheating becomes known or suspected.

Abandoning the kit: A PC may abandon the athlete kit simply by ceasing competitive activities for a fair amount of time. However short of moving and/or changing his or her appearance there will always be one person in a hundred who will recognise or remember seeing the athlete in some memorable competition.

ROGUE KITS

The following kits are allowable to all Thieves who fit the requirements, description, and background given, so long as the referee agrees.

Conspirator

Requirements: Intelligence 12

Races allowed: Human, Elf, Gnome.

Recommended NWP: Read/Write Other Languages, Ancient History.

Bonus NWP: Read/Write Common, Disguise.

Description: This kit is similar to the spy, but different in one major way. The conspirator is a member of a notorious or little-known secret society and is dedicated to furthering its goals, even though these may not be initially apparent to the character! The player should choose the society in consultation with the referee; in *Greyhawk™* it may be the Scarlet Brotherhood or a cult of one of the evil or good gods depending on the region, in the *Forgotten Realms™* it may be the Harpers or a group aligned to the Red Wizards. The society can provide training either at a secret location with a group of other members or by tuition with a higher level member.

Restrictions: The society will make demands on the character occasionally, these may be as simple as requests for funding or to rescue some confederate from the king's dungeon, to something as complicated as planting evidence on an enemy of the society or kidnapping a noble and impersonating him or her. Also, the society is almost always illegal and the PC must hide his membership in it at all costs, even from the other PCs.

Advantages: The society can aid the PC by getting him released or broken out of jail, help with a loan if he or she is skint or with a safe-house to hide out in for a while. These favours will be remembered and must be repaid in kind when the PC becomes powerful. The character is also adept at lying and no means short of a spell will reveal when he is telling untruths (unless he wishes them to be discovered).



Disadvantages: The PC must develop a cover identity with appropriate skills to fool counter-agents. This alter ego may be that of a travelling adventurer or a 'troubleshooter' type thief, a simple tradesman or merchant, a street dweller or beggar. Whatever role is adapted, the conspirator's activities are eventually going to attract the attention of spies employed by the local ruler or powerful interest groups such as temples or thieves' guilds.

Starting Gold: The PC starts out with 1d6x20+100 gps plus a secret society insignia of some type. This can be something unobtrusive such as a ring with a hidden compartment, or something more obvious like a special hat or brooch or even a prominent tattoo.

Abandoning the kit: This is difficult. A PC who leaves can count on the society trying to silence him. Similarly the characters past activities leave him open to blackmail by the group who would require some huge restitution in return for leaving him alone.



Knave

Requirements: Charisma 15

Races Allowed: Human, Half-elf.

Required Weapon Proficiencies: Dagger.

Bonus Proficiencies: Singing, dancing.

Recommended: Tumbling, play instrument (lute or pan pipes).

Description: The knave is a heart-breaking rogue, not actually evil but always chaotic, who enjoys travelling the countryside stealing kisses as much as gold. The knave cares little for anyone except himself and only rarely makes lasting associations with others. Consequently this is not a party oriented kit.

Restrictions: The knave runs the risk of being scorned by those wise enough to see through his or her appearances and those on whom his charm has run out. For this reason knaves tend to travel around a lot. A disgruntled spouse of one of the knave's 'friends' may attempt to administer a beating or more final punishment to the character, or hire someone else to.

Advantages: The knave gains the ability to woo a member of the opposite sex with effects equivalent to a *charm person* spell. This is not a magical power and will only work if the referee judges it likely (very unlikely in combat or an encounter where the NPC is hostile). In any case the ability only works on someone with a wisdom less than the character's own charisma and the victim still gets a save versus spell. This power can be used once per day, but can only ever affect one person at a time (the former is instantly dispelled when it is attempted again, even if unsuccessful).

Starting gold/equipment: The knave starts play with the clothes he wears, a sword or bow and 10-60 gps worth of other equipment. This is because being a no-good bum wandering the countryside he has less chance than an urban

thief to amass wealth. There is always the chance, however, that the knave comes from a higher social background but is lacking in moral fibre in which case the referee could adjudicate a more generous kitty.

Abandoning the kit: As soon as a thief abandons the kit he or she loses the charm power above, but is otherwise a normal travelling rogue.

Thief skill modifiers

	Conspirator	Knave
Pick pockets	-5	0
Open locks	0	+5
F/R traps	0	-5
Hide in shadows	+5	0
Move silently	+5	+5
Hear noise	+5	0
Climb walls	-10	+10
Read languages	0	-15

CONCLUSION

As with all suggested rules additions, especially unofficial ones, these kits are purely optional and referees should only allow them into their own campaign if they are sure game balance will be maintained.

We are also very keen to hear your comments on these kits, and we invite other referees to submit their own character kits; as I said, this is a great new area in Advanced Dungeons & Dragons 2nd Edition. ■

Issue 12 Feedback form

In an effort to always deliver the best we invite you to fill in this issue's feedback form and return it with your comments. Please feel free to attach a letter if you have more to say about Realms, the A-Team, Unac or anything else in gaming.

Tick to indicate.	Rate 0-10 (10=excellent, 0=bad).
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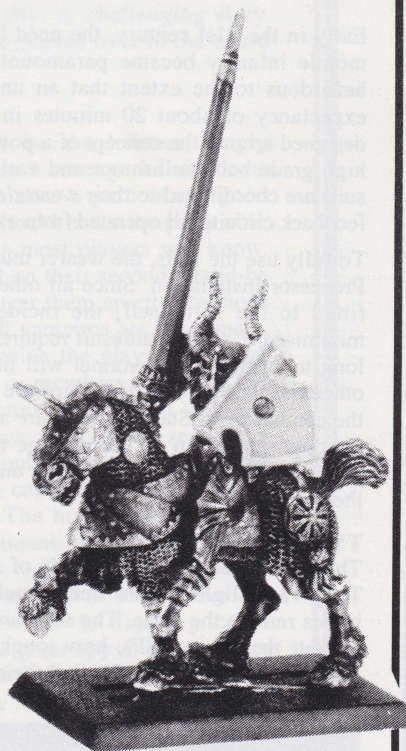
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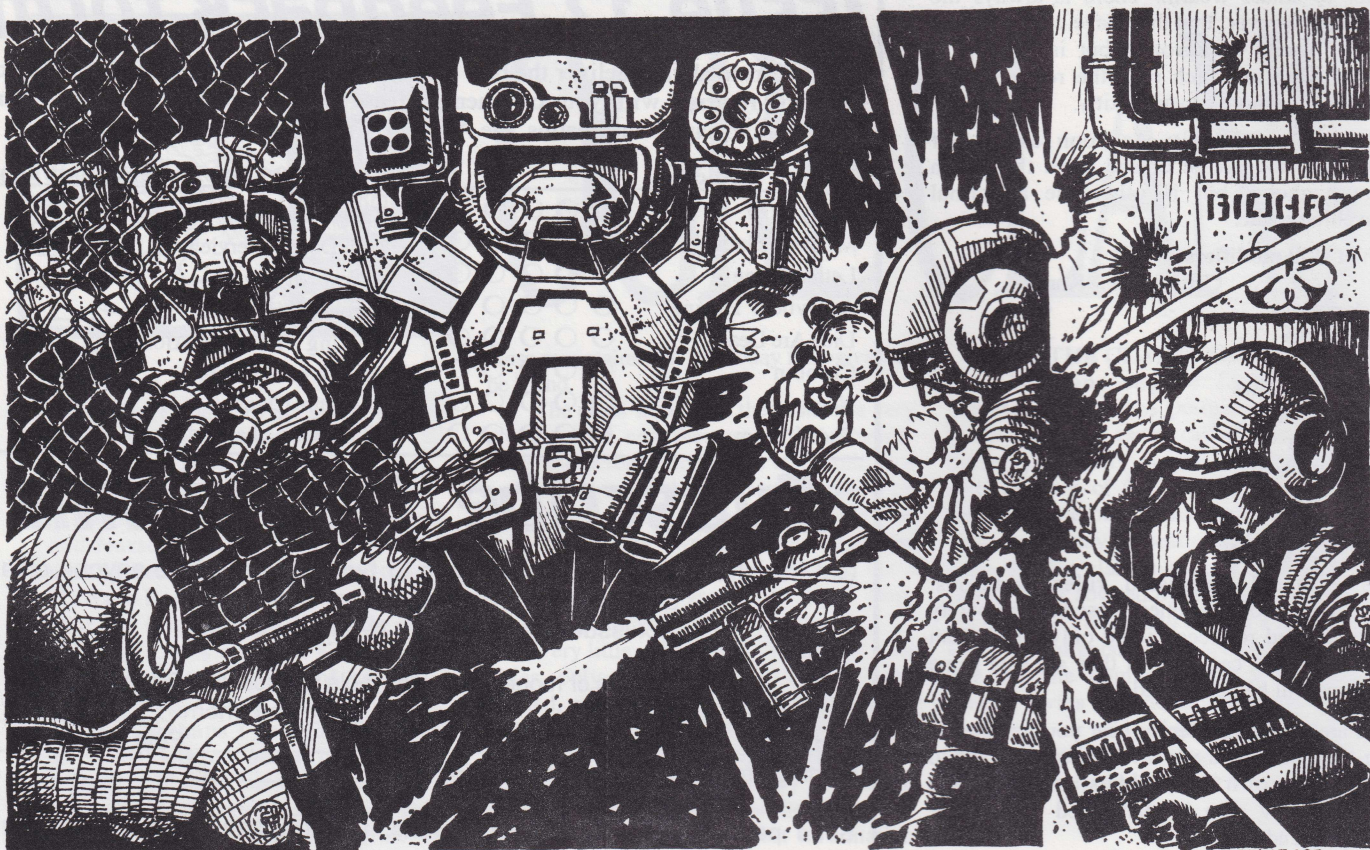
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To fully use the suits, the wearer must have Interface Plugs and a Processor Installation. Since all other desired Cybernetics can be fitted to the suit itself, the incidence of Cyberpsychosis is minimised. Using a battlesuit requires considerable training. Most long term military personnel will likely have basic training, but otherwise it requires either Chipware or plenty of in-suit training at the combat gym. Standard suits are a dull grey or green in colour, although any form of camouflage markings are possible. Many operatives paint colourful designs on the shoulders and helmets of their suits.

TYPES OF SUITS

There are three standard models of suits available on the market. They vary slightly from one manufacturer to the other, but the basics remain the same. The suits are differentiated by how much armour they carry (SP), how tough they are (SDC), how many option spaces they can take, and their physical characteristics (MA, BODY, and EV modifier).

"SUIT UP AND SPARE THE CHROME"

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SCOUT SUIT

The scout suit is designed for Infiltration work, Forward Scouts or Base Camp Guard duty. The suit is fast but lightly armoured. Probably the most commonly seen battle suit, the scout suit is often marketed to civilian forces under the name, Sentry Suit. This is the suit most likely to fall into the hands of players eager to try on that little bit extra protection - SAFE VIOLENCE!

SPECIFICATIONS:

	SP	SDC
Fittings and Options		
Helmet	20	20
Advanced Respirator (see below)		
Image Enhancement (see CP2020)		
Low Lite Optics (see CP2020)		
Targeting Scope (see CP2020)		
Radio Link (see CP2020)		
3 Option spaces		
Torso	25	25
On Board Computer (see below)		
Power Pack		
4 Option spaces		
Each Arm	20	20
3 Options per arm		
Each Leg	20	20
3 Options per leg		
EV Modifier: -1 MA: 12		
Body: 12 (lift 480kg, Throw 120m, +4 Damage)		
Cost: 10,000 eb		

"SURE, METAL-GEAR IS NEARLY AS GOOD AN ARMOUR AS A SUIT. TROUBLE IS, METAL-GEAR MEANS YOU HUMPS IT AROUND. A SUIT, MAN - SHE HUMPS YOU AROUND!"

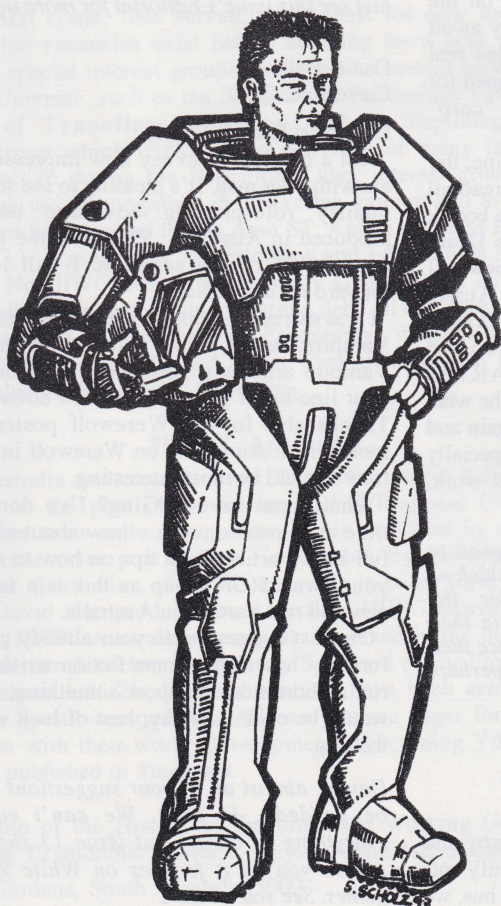
**- Lt. Thompson Slit
3rd NYPD Cyber Squad**

TROOPER SUIT

Designed for extended patrols and assaults with supporting fire, the Trooper Suit has medium armour and good mobility.

SPECIFICATIONS:

Fittings and Options	SP	SDC
Helmet	25	20
As per SCOUT suit.		
Torso	30	25
As per SCOUT suit		
Each Arm	25	20
3 Options per arm		
Each Leg	25	20
3 Options per leg		
Ev Modifier: -2 MA: 10		
Body: 12 (Lift 480kg, Throw 120m, +4 Damage)		
Cost: 12,000 eb		



STORM SUIT

Intended for heavy assaults with little or no supporting fire. Storm suit troopers are usually dropped close to their target zones. Has heavy armour but poor mobility.

SPECIFICATIONS:

Fittings and Options	SP	SDC
Helmet	30	25
As per SCOUT Suit		
Torso	35	30
As per SCOUT suit		
Each Arm	30	25
4 Options per arm		
Each Leg	30	25
4 Options per leg		
EV Modifier: -3 MA: 8		
BODY: 14 (Lift 560kg, Throw 140m, +6 Damage)		
COST: 14,000 eb		

SPECIAL EQUIPMENT & OPTIONS

On Board Computer - This operates the suit and provides all the feedback monitoring to enable movement and response at a reasonable speed. The OBC can also run Chipware, with a chip capacity of 10. This means that a "chipped" character can access via his interface with the suit any of the additional programmes stored there. Another function of the OBC is to store and replay via the helmet visor and desired programmes or data stored in memory. This can include mission data, maps, video images etc.

Power Pack - This weighs 2kg and is effectively a highly efficient battery providing 12 hours operation. It can be recharged at a standard power outlet in 2 hours.

Advanced Respirator - The unit filters most gases and fumes at 90% effectiveness. Even gases which penetrate will be diluted and the wearer gains +4 bonus to any saving throws.

Armour Upgrade - With this option, an additional 10 SP and 5 SDC is added to each location on the suit. The upgrade lowers MA by 1. This takes up one option space per location on the suit. 500eb.

Life Support - Provides wearer with 4 hours of air. Heating and cooling is provided to counter the effects of external temperatures. Waste air and heat is vented through low signature exhausts on the suit's lower legs. 500 eb. 3 Option spaces in torso, 1 in helmet.

Options from the various sourcebooks may be fitted to a Battlesuit at the factory for base cost less 10%. Retrofitting, an option after the suit is finished costs 10% more for each option. The referee has final say as to what Cybernetics can be fitted to a Battlesuit.

NEW SKILL

Battlesuit Operation - This skill allows the wearer to perform nearly all his normal actions as if unencumbered by the suit. The EV modifier is applied at it's normal value. An unskilled operator has double the EV modifier applied to his REF rating. Any problems that arise with the suit in the field can be temporarily fixed or overridden with a successful throw of the skill plus TECH rating. Difficulty should be assigned by the referee. Where relevant, the referee may use this skill in cases where unusual or extreme physical activity is attempted. In this case, REF is added to the skill rating.

POWERED ARMOUR OPERATION

Powered Armour does not enhance the wearer's REF but since the work done in a suit is "powered", fatigue takes longer to affect the wearer. As a general rule, most physical activities whilst in a suit only fatigue at two thirds the normal rate. Arms and legs of the suit function as cyberlimbs - jump up 6 metres, running jump of 8 metres, crush for 2d6 K damage, punch for 1d6 K damage, kick for 2d6 K damage, can carry 75 kg without strain, lift and hold 400 kg.

Anyone wearing a Battle Suit tends to be fairly obvious and cannot practice stealth type skills. Suits worn by non-military personnel tend to attract unwanted Police attention!

Letters

PO BOX 220, MORLEY, WA, 6062

Dave Capon
Bedford WA

Dear Nick,

I really enjoyed issue 11. The Werewolf poster is excellent!! What a bonus, even carefully stapled with only one staple so I don't have to near destroy the mag trying to get the poster out unripped.

I liked the further additions to Shadowrun Australia. I like the game idea, but the system it runs on I don't like. Still, almost anything has RIFTS potential. I was disappointed to find no Monster Gallery at all. I have always liked this part of the magazine! I like to see what other gamers have created, even if its on a system I don't play. The article Clubbin' was another great feature. That had all the information I wanted to know about starting a Club! Now all I need is the time to do it. Raising (the) Stones was another good article, I like to the same with my work, and found the same things occur with my players when they "return" to the dungeon. One of my dungeon(s) became infamous for near continual renovations.

Thanks again for a great magazine, and keep up the good work. If you need any help with anything, let me know. I'd be happy to help out.

Dave, thanks for your enthusiasm, and yes you can assist us. We are looking for help with Rifts material which you seem to be familiar with. The Monster Gallery was dropped last issue due to a last minute reshuffle of page allocation but has returned this issue with the promised Blood Bat featured plus one of your creations. There, who says we don't listen to our readers?

Wes Nicholson
RPGA South West Pacific Branch
Canberra, ACT

Dear Oz Realms,

On page 25 of issue 11 is an advertisement styled "The first Official AUSTRALIAN Advanced Dungeons & Dragons 2nd Edition Games Tournament".

I wish to point out that this is NOT true. The first such tournament in Australia was run at Nucon in November, 1991. It was called "Day of the Raven" and some fifty people brought their own characters along to face the challenge. As this event was sanctioned by the RPGA, it constitutes an Official tournament. Also, since I wrote it, it was not only run in Australia, it was also written here. Since then, official 2nd Edition AD&D events have been run at other conventions in Australia.

There is another misleading statement in the ad. It states that the event is sponsored by the makers of AD&D, TSR UK. TSR UK are not the makers of AD&D. TSR Inc., in the USA are the makers of AD&D. TSR UK are the creators of the original

Fiend Folio, not of the AD&D game, and certainly not of the second edition game.

While I wish the organisers the best of luck with their tournament, anyone who thinks that winning will give them some kind of a "first ever" is sadly mistaken and should be warned.

Wes, thanks for your corrections.

Although we do our utmost to verify information in ads, Realms cannot be held responsible for inaccuracies in our advertiser's material. I'm sure there was no intent to deceive in this case and I invite the organisers of the tournament to write to us with a report of how the event went.

Heath Lees
Gosford, NSW

Dear Australian Realms,

I first read issue nine of AR cover to cover, then immediately told mum to get the cheque book out. So far I have 3 issues (sure to grow bigger, thanks to the subscription). What attracted me to the mag over the usual comics was the great cover, and so far all the artwork's been great. Up to the time I got issue nine I'd only ever played Heroquest, but now I've read ICE's Middle Earth, looked up the local club hopefully to get to the next meeting, and enrolled in the first game of Quest (the pullout start-up kit was a great idea, guys. Isn't Quest cool). I also want to get into LRP but there's no club on the central coast yet. So now I eagerly await Quest and AR in the mail. I'm also real interested in Unae because its designed for players by the players not some "corp" flunky (no disrespect to Mr Gyax).

I love the A-team, Analytical Engine, the Shadowrun articles (went out and read all the books, but still can't get the rule book), Partying Under the Sun, Dice Are Dead, the Vampire articles, Clubbin', (phew) all articles really. Its good to see an Aussie mag, I flicked through my mate's Dragon once, after brutally breaking him up and extracting an oath from him to buy AR I let him go. Actually, once he read AR he went out and bought it too. Well done again and thanks for the into to RPG, and especially Quest I love it. Keep up the good work, guys.

Heath, it does an editor's heart good to hear such appreciation. I'd like to think all our readers are advocates for the magazine and will do everything in their power (short of violence) to convince their friends to take a look at us... then perhaps they'll buy too!

Simon Fuller
Port Hedland, WA

Dear Realms Staff,

I picked up your 11th issue in Derby and thought it was really great. My family and I are travelling round Australia in a bus, we

are currently approaching 3 years and Broome. I love RPG and wargames but the travelling is a major difficulty and all I have to be my PCs are my two sisters and brother, Demelza 13, Rhian 11, Damian 9.

In your magazine I read about PBM and I am going to enrol in Isle of Crowns as a first try. Do you have any tips on PBMs and RPGs for me? I really like your Unae campaign world but what character classes, monster stats do you use, AD&D? I would like to write some pieces for it but I'm probably not real good at it. I would like to see some Unae dungeon material as well as this is what I normally use although I am constructing a campaign. Which games do you recommend.

Simon, I'd like to come up to Broome to answer this letter in person, but the Assistant Editor won't let me! Hints and tips for PBMs are covered in Dice Are Dead plus there will be a special edition of that column in issue 14 entitled The 1993 Australian Guide to PBM. As for role playing tips, Alan Ogden has written an excellent series of "How To..." articles which we intend to continue.

The Unae campaign world is 'generic' which means we don't apply statistics but suggest you adapt the material to the game system you own - AD&D and Warhammer Fantasy are the prime examples. And yes, we do welcome contributions to Unae, in fact see this issue's Editorial for more info.

Daniel Hall
Carseldine, QLD.

Dear Aust Realms People,

Just a quick note to say how impressed I am with your mag. It's pleasing to see some quality role-playing coverage being produced in Australia. This was the first issue (#11) I have seen and I will look forward to future issues.

I was extremely happy to see an interest in Vampire, and I think you should make Vampire articles a permanent addition to your line-up of games (if it isn't already). Thanks also for the Werewolf poster, it looks great. An article on Werewolf in the future would be most interesting.

What about Live-RPGing? I've done a little at conventions etc. - how about some full-blown articles and tips on how to start your own LRGP group as this is a fairly new and rare pastime in Australia.

One last suggestion to your already great format - how about some fiction writing... run a short story comp or something, that would be cool. Anyway, best of luck with the mag.

Daniel, almost all of your suggestions will be heeded... in time. We can't cover everything at once - but issue 13 should please you as it focuses on White Wolf games. See you all then.

Quest

**A new dimension
in computer roleplaying!**

QUEST is a computer moderated game played by mail. Why would you want to play a game by mail? PBM (Play By Mail) games are very sophisticated. They are easy to learn but grow in complexity as you play. You can test your judgement and skills against hundreds of other players in the game!

Dynamic Games is pleased to offer you a FREE introduction to the award winning game of Quest. The normal set up cost is \$10. You can have it free AND you can have 3 free turns AND you can begin NOW!

WHAT'S SO SPECIAL ABOUT QUEST?

- * *Hundreds of players to interact with.*
- * *Detailed graphic maps each turn.*
- * *Thousands of monsters to fight.*
- * *Laser printed turn results.*
- * *Vast multi-level dungeons to explore.*
- * *Eight powerful gods to worship.*
- * *Powerful spells and miracles to learn.*
- * *Hundreds of items to buy and sell.*
- * *A second character group (if you want one) is cheaper.*
- * *10 day turn around. No boring delays.*
- * *No extra cost for fax or phone orders.*
- * *Special 'Holiday Mode'. Don't lose anything if you go on holidays. Your group are waiting for you just the way you left them.*
- * *No waiting for a game to start. Start IMMEDIATELY!*

How does it work?

Send in the attached Turn Card (or a copy) to :-

Dynamic Games.

P O BOX 707,

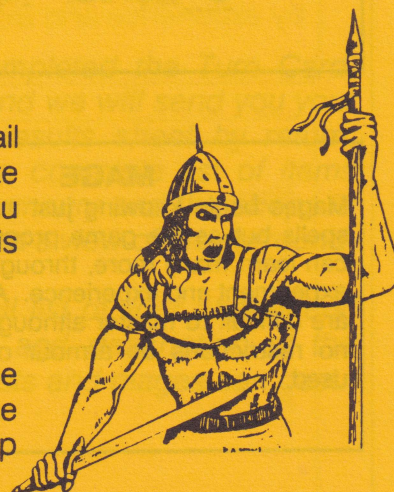
DAPTO, NSW 2530

Ph (042) 61-7148. (9am to midnight AEST).

We will enter your instructions into Phred the Computer and then mail back a printout giving details of your opening position, a complete rulebook detailing the full range of orders and a new Turn Card. You then work out your next set of orders and mail it back to us. This process is repeated for as long as you wish to continue playing.

How much will it cost?

Each turn costs \$4.00 BUT your first three turns are FREE with the compliments of Australian Realms. There is no obligation to continue after your free trial has finished, and if you do continue, you may stop at any time.



HUMANS

Humans make up the majority of the population of civilised Kharne and have the widest range of abilities. They are also the most adaptable of the adventuring races and although they have no great advantages in any field, nor do they have any special weaknesses.

DWARVES

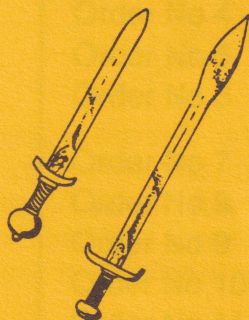
Short and stocky, but immensely strong dwarves are tough as old boots and always ready for a good fight. Their short stature makes it difficult for them to use certain weapons, such as great-swords and long bows.

ELVES

These tall graceful beings are by far the most intelligent of the adventuring races. Their keen eyes and steady nerves make them very accurate with missile weapons but they are less hardy than other races and this can put them at a disadvantage in melee combat.

HALFBLOODS

These are the mongrels of Kharne, usually the offspring of human and Orc, or human and goblin matings. They are ugly, mean and have definite evil tendencies. Halfbloods have excellent reflexes and awareness. Watching your back is a necessity for survival in halfblood company.



Character Number Table	FIGHTER	MAGE	THIEF	PRIEST
HUMAN	17	18	19	20
ELF	21	22	23	24
DWARF	25	26	27	28
HALFBLOOD	29	30	31	32



PRIEST

Priests are the servants of the Gods and their services are rewarded with the ability to perform miracles. The nature of these miracles will be determined by the god, or gods that the priest serves.

FIGHTER

Fighters are skilled in combat and handle all kinds of weapons without difficulty. Toughness is an important attribute for a fighter but awareness can also be useful, especially when using missile weapons.

MAGE

Mages begin knowing just a few simple spells but as the game progresses they can learn many more, through research, experiment and experience. All weapons are difficult to master although there are no restrictions on armour or weapons used.

THIEF

No surprises here. The thief is the cat-burglar, pickpocket and locksmith all rolled into one. Good awareness is a vital attribute for characters of this class. Thieves tend to be good with missile weapons.



OK!! Let me play!

You think you would like to give QUEST a try? Right, the first thing to do is to choose a natty name for your party. Try to think of a name which is both original and pertinent, such as Iron Maidens or Waylanders. Your party name can be up to 20 characters long, so "Bimbos with Chainsaws" is out since it is longer than 20 character and not in the spirit of the game. Enter your party name on the Turn Card. May as well put your real name and address there too!

Next choose **six characters** to form your new group. Look at the previous page; there are four different races and four professions. You can choose any combination of the races and professions and we recommend at least one from each profession, but each combination must be different, i.e. Elf Fighter, Human Mage, Dwarf Priest (but not two Dwarf Priests). Give each character a name (up to 20 characters).

The order you pick your characters determines their eventual character number. To choose a Human Mage called "Merlin" who's to be your group leader enter :-

[**X 18 Merlin**] in order 1 of your Turn Card.

For your second character you could enter :-

[**X 23 Nik Fings**] which would give you an Elven Thief.



I've still got 9 orders left!

Each character arrives with enough rations for several turns and 250 gold pieces. The remaining 9 orders remaining on your Turncard can be used to purchase some weapons and armour for your characters. They will automatically equip themselves with it. Look at the Armoury Table to see what is on sale (much more will become available as the game progresses) and decide how you wish to equip your characters. To choose your equipment, write the order in the following way:-

(**B**) (**Char # or 99**) (**Zero**) (**Item No**). For example Merlin, (our first character) wants to buy leather armour as Mages are weak defensively, so write :- [**B 1 0 151**].

If you wish everybody in the party to buy the same item, use 99 for the character number.

You may like to buy the town news sheet, item no 620 from the local shop at a cost of 1 gold piece. To have character 2 (Nik Fings) buy it write :- [**B 2 0 620**].



Once you have completed the Turn Card, drop it in the post and we will send you your own personalised results sheet by return. This will give you a complete list of items available from the Armoury and the shops in your starting town and a view of the surrounding countryside.

It will also give a full list of your characters' individual statistics and description of the spells that your priests and mages can cast.



Enrolment and Turn Card

Party Name

	Order Type	Char No	Character Name
Order No 1	X	_____	_____
Order No 2	X	_____	_____
Order No 3	X	_____	_____
Order No 4	X	_____	_____
Order No 5	X	_____	_____
Order No 6	X	_____	_____
			Item No
Order No 7	B	0	_____
Order No 8	B	0	_____
Order No 9	B	0	_____
Order No 10	B	0	_____
Order No 11	B	0	_____
Order No 12	B	0	_____
Order No 13	B	0	_____
Order No 14	B	0	_____
Order No 15	B	0	_____

Armoury - Price List

Item	Item No	Gold
Cloth Armour	150	80
Leather Armour	151	160
Helmet	159	10
Small Shield	160	25
Dagger	102	20
Short Sword	103	50
Mace	110	50
Axe	119	40
Short Bow	111	20
Light Crossbow	113	40
Sling	118	5

Due to the limited space in this advert this set up is very basic. There is a lot more to Quest than is shown here. The easy to use rule book contains about 30 pages and will give you a better insight into Quest and the world of Kharne. A lot you will have to learn by experience and experimentation.

Name

Address

P/C

Ph (. . .) Age

CLUBBIN'

By Adam Whitt

History of the Imperium Working Group

The History of the Imperium Working Group (HIWG) is dedicated to the development of material for the Universe of the Third Millennium, featured in GDW's *Traveller* game systems. It was originally founded in the United States in 1987 by Ed Edwards and Mike Mikesh, and since then the membership has grown steadily in the US, UK, Canada, Europe, Australia and New Zealand. Because of some of the professional contacts it has, some of the work of the HIWG has made print in the pages of *Megatraveller Journal*, *Challenge* magazine and a variety of other *Traveller* products. David Schneider is credited in *Traveller: The New Era*.

Primarily, HIWG is a postal discussion group using both electronic and traditional mail services. Much of what is discussed revolves around the politics of the shattered Imperium and events, rather than adventures and equipment for characters to buy - though these are covered to some extent in HIWG activities. Like so many things in life, you get out of HIWG as much as you put into it. So if you are interested in a particular aspect of *Megatraveller* or the Rebellion, chances are that there's someone in HIWG who's either currently conducting a discussion or is willing to start.

To help with discussions, members can volunteer to take on a post as a correspondent or analyst for a particular region (Domain or Sector) or a faction of the Rebellion (e.g. Lucan's Imperium, The League of Antares, The Solomani Confederation) attempting to furnish their area with further detail. These posts are assigned on the basis of first come, first served, so its best for new members to enquire what vacancies exist before applying for a post. There are also other special interest groups that consider certain aspects of the *Traveller* Universe, such as the Science and Technology Group which looks at of *Traveller* technology, and the Espionage Special Interest Group which explores the activities of many intelligence agencies active during the Rebellion. Other interest group seek to promote the use of computers in *Traveller* gaming and to exchange data. Groups have formed for the Atari ST, Amiga and IBM PC.

HIWG is organised as an aristocracy and Ed Edwards is the chief aristocrat. No HIWG officer receives any kind of wage and all work done is on the basis that it reduces karmic debt. HIWG dues are used to provide the HIWG publication *AAB Proceedings* which is produced by Clayton R. Bush in the United States. Cash donations to HIWG are always welcome, but not tax deductible.

HIWG Australia

HIWG Australia was created in late 1990 when David Schneider was appointed to the post of Australian HIWG Regional Coordinator. David's first act was to dump some of his workload by appointing Grant Sinclair to the post of Data Coordinator. By this system David handles the distribution of HIWG materials in paper form and Grant on disk. David also produces an Australian HIWG newsletter called *Starburst*. HIWG Australia is presently involved in the development of the Yiklerdanzh sector, immediately Spinward of Far Frontiers. The sector is about half Zhodani and analysts have been assigned on a sub-sector by sub-sector basis. All analysts are eager for people to assist them with their work. Developments concerning Yiklerdanzh sector are published in *Starburst*.

Membership of the History of the Imperium Working Group costs \$17.00 for 12 months. Contact: David Schneider, 5 East Avenue, Allenby Gardens, South Australia 5009.

CLUB DIRECTORY

C64/128 Friendz and Contax, Lauderdale, TAS.

Contact: Steve Hedges or Cathi Cherry.

Membership Fees: \$20.00 per year April to April.

Activities: Mail based club Commodore user club with contacts in Ireland, Canada, America, Germany & Denmark. Bimonthly fanzine (also in disk). Extensive Public Domain library (available to non-members also). Hint sheets.

Address: 30 Bayview Rd, Lauderdale, Tasmania, 7021.

Club Tactics, Adelaide, SA.

Club Contact: Andrew Chataway (08) 212 5977

Meets: Every Saturday at Tactics, Adelaide store.

Activities: All game systems, 10% discount at store, regular newsletter, tournaments, competitions.

RPGA Network, South Pacific Branch, Canberra, ACT

Club Contact: Wes Nicholson

Membership Fees: \$42.00 per year.

Activities: This is the Official AD&D club; run many tournaments and members receive Polyhedron magazine.

Address: PO Box E271, Queen Victoria Tce, ACT, 2600

Southern Area Gaming Association (SAGA), Perth, WA.

Club Contact: Justin Woods (09) 332 3248

Membership Fees: \$15.00 per year plus \$1.00 per meet (free first time if you're not a member)

Meets: Every Saturday 2PM until late, Bullcreek Primary School.

Activities: Battletech, WFRP, AD&D, Runequest, Shadowrun.

Shadow League LRP Club, Melbourne, VIC

Club Contact: Jim Vinton (03) 580 5993

Meeting Time: Last Sunday Each Month

Location: Varies

Membership Fees: \$25/\$15 conc (includes year's subscription to the club fanzine - Shadow Runes)

Cost: 3 hr game \$10/\$5 conc

Games Played: LRP, Freeforms, Weekend 48hr events

The Queensland Diplomacy Club (Q*Dip), Brisbane, QLD.

Contact: Adrian Appleyard (07) 841 2472 hm (07) 841 3665 (fax)

or Paul Appleyard (07) 343 9161. Pager 018 879 780.

Location: Meets occasionally at member's houses in Brisbane, usually on a Sunday.

Cost: No fees. Members bring beer, chips, dip and games.

Games Played: Diplomacy

Other Activities: Publish a Play-By-Mail Diplomacy magazine.

YSEDA Live Adventures

Contact: Kyla Ward (02) 764 4336

Membership Fees: calculated on an event by event basis.

Location: Various sites in and around Sydney.

Activities: Regular Live Role Play events, Freeforms, costume & prop making. Active at several conventions.

Address: 45 Pemberton St, Strathfield West, NSW 2140.

CALLING ALL CLUBS

If you'd like a mention in our Club Directory, write with as much info as possible to: AUSTRALIAN REALMS PO BOX 220, MORLEY, WA 6062.

STALKING THE NIGHT ALONE

By A K Mitchell

"The hunger again ... that burning thirst ... what can I do? Why have I been chosen to suffer this? I struggle to remember the Spring flowers in the sunlight, the birdsong and the sky of blue. My colours are the muted tones of the greyish dusk or the garish neon of the nightclubs and malls. I yearn for a kindred spirit, someone to listen and understand my pains. There is no one. I am alone."

Diary Of Anthony Graves

Beget, Begone

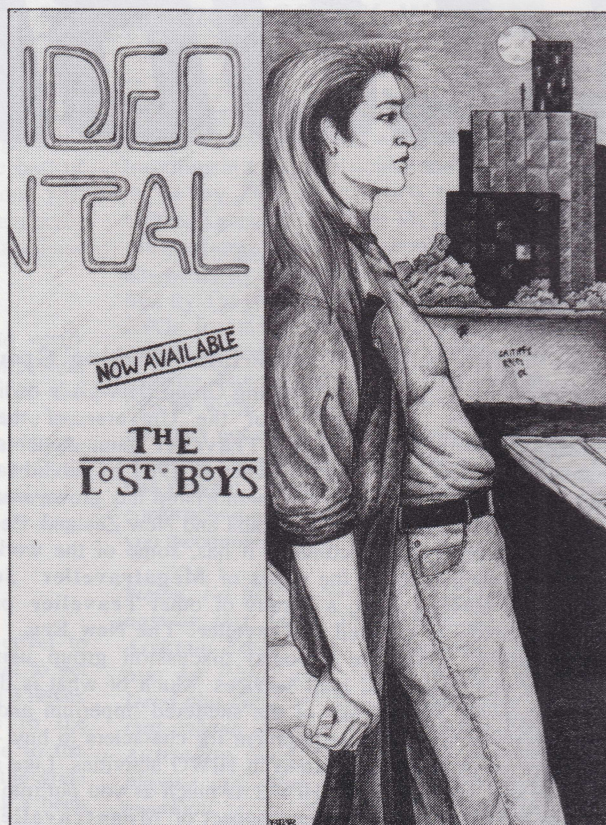
Becoming a vampire isn't a simple thing at the best of times but when a sire fails to instruct his childe in the ways of the Kindred, the childe is in a lot of trouble. No knowledge of the Camarilla or the Masquerade, no allies in the Undead. Such a being has to struggle, by himself, in the nightmare existence of the Kindred to find an identity in the world. This is an example of such a vampire and how this vampire can be introduced to a Vampire™ or Werewolf™ game.

Anthony Graves - Caitiff

A loner most of his mortal life, Anthony struggled with the effects of a bad home life and poor social skills which kept him outcast from so many others of his age. He came from a reasonably comfortable lifestyle but affected airs of wealth and arrogance that made him increasingly unpopular. Despite going to the best private schools in his area, Anthony showed little aptitude or interest in studying long and hard.

He experimented with drugs and travelled to the darker side of the city to find cheap thrills at the expense of his parents' wits. Anthony became both streetwise about some things but also extremely naive about life and inter-personal relationships, always believing himself to be in control and right while missing some of the true goings-on around him.

Little dedication to work and no true strengths in his skills and education left Anthony with few job prospects in the years of the world-wide recession, and he spent more time in the seedier clubs and pubs around town. His parents kept an allowance from his trust open to him so he could maintain a lifestyle and look for work. His employment record was inconsistent with jobs ranging from work in food chain stores to work on a building site. It was his long relationship with the downtown clubs that brought him to the attention of a local Brujah who fed in the area. Anthony was embraced at age twenty-four, but his sire left him the night after his awakening, never to return.



Vampire See, Vampire Be

Existence as a Caitiff has been hard for Anthony. For two years, that is until the present day, Anthony has survived by sheer luck and a brutal education on the street. Anthony was told nothing of the existence of other vampires in the world, nothing of Camarilla, Sabbat, Masquerade or anything else specifically about vampires as presented in the rulebooks. With no other role model to follow, most of his education about vampires has come from his renting out or stealing of videos, from Bela Lugosi's *Dracula*, through Keifer Sutherland's *Lost Boys* to the latest Francis Ford Coppola film. Anthony's ideas about vampirism are therefore very twisted toward the Hollywood line and this has led to the accumulation of flaws based around 'traditional' vampire weaknesses.

His feeding usually results in his murdering the victim, he is very unsuccessful in preserving his prey. This has added to his loneliness as each companion he finds, in time becomes a fatality. Although he has learnt that the wounds can be licked closed, seldom is he delicate enough to do just that. Anthony has no knowledge of Kindred creation (he has tried, experimented and failed) or ghoulish creation.

The only other vampire Anthony has ever seen was a Nosferatu but he does not associate the horrific creature he saw with the creature he has become. He simply believes there are monsters in the world and the Nosferatu is a different type to the one he is. He is naturally curious to find his Sire and this other creature but has had no success in either venture. Anthony has been very fortunate not to have encountered any werewolves to date. This is because he is largely a creature of the city and rarely ventures into lupine territory. It is difficult to predict how he would react to them.

I Am Forever...

Anthony's statistics are recorded below. His backgrounds are all explainable, for example, the resources he has at his disposal are from the trust fund loosely controlled by his family. The merits are just unusual abilities he happened to have, the flaws are explained above, generated from his delusions of what vampirism is about. His failure to appear in mirrors is one of the cruel tricks of fate that helped convince him of his other superstitions.

Nature: Survivor **Demeanour:** Loner **Haven:** See below.

Concept: Pub/club crawler **Generation:** 11th

Str - 3, **Cha** - 1, **Per** - 3, **Dex** - 4, **Man** - 3, **Int** - 2,

Sta - 3 **App** - 2, **Wits** - 3

Alertness - 3, Security - 2, Computer - 1, Brawl - 4, Stealth - 3, Area Knowledge - 4, Dodge - 3, Firearms - 2, Electronics - 1, Streetwise - 2, Acrobatics - 2, Investigation - 1, Camouflage - 2, Climbing - 2, Lock Picking - 2, Hagglng - 2, Fast-Talk - 2, Celerity - 1, Generation - 2, Conscience - 3, Potence - 1, Resources - 3, Self-control - 4, Obfuscate - 1, Courage - 3

Humanity: 7 **Willpower:** 4 **Merits/Flaws:** Repulsed by garlic, Mild Phobia - running water, Intolerance - crosses, does not cast a reflection. Light sleeper, acute hearing ambidextrous, acute smell, silence. **D.O.B:** 6/10/66 **Age:** 26 **RIP:** 3/8/90 **Apparent Age:** 24 **Hair:** Black **Eyes:** Grey **Race:** Caucasian **Nationality:** As suitable to story **Hgt:** 6'11" **Wgt:** 150 lbs **Sex:** Male **NB:** Although descended from a Brujah Sire, Graves has no particular problem with Frenzy.

Grave, Sweet Grave

Anthony has chosen to exist inside a mausoleum in a local graveyard, part of his poor perception of how vampires exist. The crypt he has chosen belongs to an old family, has never been visited in his memory and is simply tended by the groundskeeper who weeds around it. Otherwise it lies undisturbed. Within is a small collection of belongings and the drawer where Anthony lies during the day. He also maintains a small apartment where he watches his videos and leaves other gear (as determined by the Storyteller). This might serve as a haven in a desperate time.

Anthony has a high humanity because his murders are purely accidental. He needs blood and has killed only because he didn't know any other way to obtain it. Anthony spends his nights hunting the downtown districts and claiming victims. Some nights he hires horror videos and retires to his apartment trying to find a solution to his dilemma. His time, apart from brief mortal contact, is spent alone and depressed.

Plots

These suggested plotlines are to be inserted in your chronicle whenever you see fit. Each set relates to what the players are.

Camarilla Vampires

- 1) The most obvious way to get the players to encounter Graves is by assigning them to hunt him down as he is a threat to the Masquerade, by a Mentor, Sire or Prince.
- 2) Graves might be the childe of an enemy of a player vampire. Exposing that the enemy created the childe without permission of the Prince could give the player an advantage over his rival. Can they find Graves before the Prince does?
- 3) Graves might be the childe of a friend to the characters. They must endeavour to stop the childe being exposed to the Prince by a rival. Their ally does not want the childe destroyed, just

secreted away until the enemy gives up their search. Can the characters win the trust of Graves and keep him from harms way?

- 4) For a solo adventure get the player to develop a character as Graves' Childe. Finally Graves has succeeded in creating a vampire after a long time of experimentation. The two vampires in the city relating to the world in their innocent way, oblivious to the Masquerade, would create many problems with the mortal authorities or vampire. Scenes reminiscent of Anne Rice's *Vampire Chronicles* might eventuate - in those tales Lestat the Vampire began his immortality without guidance from a Sire and proceeded to create other vampires. These novels might be read for ideas of a campaign involving the two vampires.

Sabbat Vampires

- 1) The Sabbat enjoy their little "games" (*The Players Guide to the Sabbat* Pg. 42-43). Graves might serve as a suitable victim if the player characters can catch him.
- 2) The Sabbat has suffered greatly through internal strife and the Jyhad. Extra allies may be needed and the players may seek to bring Graves in as a Sabbat member. Graves would have to be persuaded to the Sabbat mindset and pass the series of tests before his rebirth into the Sabbat. The players could be involved as testers or as fellow contestants should the Sabbat think their loyalty too weak.

Werewolves

- 1) Naturally if Graves is found outside his city environ he could easily fall prey to a pack of werewolves. The lupine pack may even be assigned to hunt and kill the vampire as a Rite of Passage.
- 2) Lupines of a city-based pack (e.g. The Sept of the Green, in *Rites of Passage/Rage Across New York*) may encounter Graves in their city and find him a formidable foe as he knows the streets and puts up a much better fight on his home turf.
- 3) Lupines of a more spiritual bent may sense that Graves is not lost to the horror that is the Wyrms. Graves humanity is still high enough (*Rage Across New York* page 90) for him to be approached and enlisted as an ally. A challenging story could invoke the pack having to win Graves over to the cause of Gaia and fighting the good fight.

Hunters

- 1) An obvious introduction could be the hunters simply seeking to eliminate Graves, either in a revenge killing or on their crusade against evil. Graves makes a particularly good "first-time" prey because his flaws should make the party able to defeat him using the superstitions most players will know. The fun starts when they try all of it on their second would-be victim and that vampire proceeds to tear them apart! Incautious players will learn very quickly not all vampires are the same.
- 2) Another hunter's quest could involve the players as magi, members of the Society of Leopold or members of one of the other organisations learning of vampires in the world (see *The Hunters Hunted*). Each has its own reasons for seeking a vampire captive. Some seek the ghoulish powers of drinking vampire blood, others may want a captive to expose to the world the horror of real vampires. The hunters may have to compete with a group of vampires intent on finishing Graves before the Masquerade is lost.
- 3) Finally the hunters could seek simply to learn from the vampire and perhaps convert Graves to fighting other vampires in the world. He'd make a great spy in the vampire world if the player characters could enlighten him and offer assistance. Remember Graves is very much alone and a mortal, if able to gain his trust, players will gain a powerful ally.



The Realms fantasy campaign world of Unae is a harsh but beautiful place, a world truly alive.

The Ogre Clans to me are nothing but a source of amusement.

Yes! They are strong.

Yes! They should be feared.

But all things on Unae are strong and fearsome, otherwise they would not still be here. My people, the elves of Wair-Rae have had to contend with the Gargoyles of Kalraith, the Dwarven Clans north of Kaid-Onor and the Flet colonists of several centuries ago... You laugh, forgive my jest, perhaps I should compare the filthy Flets to a plague of rats.

But I babble. What surprises me is that the Heletians have not yet finished dealing with the ogres. I would suggest for them to hurry it up as I sense something very troublesome is just over their horizon...

-Forwao, Elven Charlatan

THE OGRE CLANS

One of the oldest civilisations in the Dormetian area of Unae is that of the Ogre Clans. Old enough to have risen before the great flood that also caused the cultures fall over a millennium ago. Their culture was one of hero worship, warrior kults and battle, one of challenges and individual battle prowess.

As the seas rose forcing the younger races of man into the higher ogre held territories it became obvious their would be no 'empire' any longer. At first two factors helped the Heletians push the clans back; numbers and their superior technology (the ogres were still working with bronze, the secrets of iron largely unknown to them), eventually a stalemate settled as the ogres were crowded into an ever smaller portion of their old territory. When it seemed the Heletians may have been about to falter due to the concentration of their enemies, they were instead lead by a young warrior, a man they claimed was their god incarnate. This man, known as Baimio devised brilliant strategies and drilled his men in facing the ogres in an organised and disciplined way. No longer would battle be an all out brawl, now it would be a planned and *intelligent* slaughter. Baimio lead his people and they pushed the clans back further, out of the the Sidian Valley and into the mountains. It is in

OGRE CLANS

these mountains that still today the ogres can be found.

The clans were once the basis of a very proud people, now they are all that remains. Since the defeat at the hands of Baimio five centuries ago and the devastation caused by *the Death* which arrived with the the Prabesk traders two centuries ago (the plague killed only 1 in 20 Heletians, but a numbing 1 in 4 ogres) they have been struggling to maintain their lands.

Very little is known of the original clan cities, only the occasional ruin has been located, most are thought to be on the floors of the 'new' seas. This lack of material fact has seen folk lore being used as the biggest source of information by Heletian researchers trying to uncover the past of the ogre race. Consequently most information concerning the ancient empire has to be carefully considered.

THE ANATOMY OF AN OGRE

The ogres of today are *still* surprisingly 'civilised' compared to what the general perception is amongst the Heletians. They are also quite intelligent, easily on par with the average Heletian peasant. Many ogres speak two languages, Graumbaht (their own tongue) and also the Sidian dialect of the Heletian language. This surprising level of intelligence is perhaps due to an ironic inversion of what is known as *The Ogres Gift* (see Issue 13, Greater Baimiopian History) or amongst academics as 'the survival of the fittest'

The average ogre is over nine feet tall, with an olive-grey complexion. They are feared for their size and powerful builds. Most sport black hair, white being the sign of a Shaman or Cabalist. Warriors are armoured as per the resources of the clan and location, most wear studded mail and use giant axes or *three* handed swords (as the Heletians call them, as they are over three yards long!).

The past five hundred years has been a despairing time for the ogres, full scale wars with the Heletians and the Burvois, plague, famine and natural disaster has seen their numbers decline, only recently has their population stabilised. While the ogres are in some eyes experiencing a resurgence in confidence and numbers the truth is that they are preparing for what is far more likely to be a tragic last stand. The clans know that they cannot expect to survive if they continue divided, but until a unifying leader emerges the futures grows dim.

THE CLANS TODAY

The clans can be found in most mountainous areas of Dormetia, particularly in the mountain range called 'the Heletian Spine'. Typically a clan consists of one fortress-town of 200-300, in the cases of more prosperous clans several of these settlements may be scattered across several valleys. The clan is always headed by a *Kurger* he is advised by the eldest woman of the clan, the *Varn*g and also by a Shaman or Cabalist. Kurgerships are always decided by one on one combat when a challenger formally vies for the title. Whilst such a challenge or *Ta Kadra Kurger* is an important and entertaining diversion for the clan survival is always at the top of the agenda.

THE CLANS

Following below are brief descriptions of the various clan groupings around Greater Baimiopia and the Kramer Confederation.

THOSE OF THE QUAIN DAE

The elves of Serhaem are brutal colonists. They push north and north east relentlessly purging the ogre clans of the Quain Dae mountains and more discreetly slaughtering entire villages of rural Heletians in well planned raids. There are only two small clans left in the Quain Dae, both having less than one hundred warriors. The clans know their time is coming to an end and are preparing to face it as proudly as they can. Rumour goes that the Varn's of both fortress-towns are advising their respective Kurgers to unite with the other clan, doubling their strength. So far the proud Kurgers have refused but, secretly it is being considered. Currently the ogres jealously guard a ruined city from their imperial past amongst the peaks, an undisturbed city of great treasures.

THE LOST CLAN OF THE OSTMONS

The Heletians of Zarustra always say that the ogres are but a thing of the past but in the same breath they will also tell the tale of King Giovanni's demise. The telling of the tale will see the silhouette of a peak known as Giovanni's Fate, a mountain whose silhouette resembles a human crawling on his hands and knees. The peak takes its name from when the king of Greater Baimiopia tried to take Zarustra 107 years ago, he was defeated and forced to *crawl* in retreat. While the royal force made its way back to Greater Baimiopia via a



mountain pass through the Ostmons the alert ogre clan of the area decided to take advantage of the ragged force and attacked them, some escaped, many did not, including King Giovanni. He was slain at the foot of the mountain the Zarustran's named rudely after him '*the Crawler*'. The forces of Greater Baimiopia were so enraged by their defeat and the subsequent butchering of their king by the ogres that they mobilised a large force of men at arms and Des Sankta Glavo (Holy Swords-Paladins) and razed the ogre fortress town to the ground. Consequently ogres are no longer seen in the Ostmon's, but it is said the ghosts of the slain tribe still inhabit their mines and ruined town.

THE DARNER CLANS

The Clans of the Darner Mountains are numerous but not complacent. They have borne the brunt of a concentrated military campaign against themselves by the Sankta Glavo of the Church of Baimiopia as well as that of the less disciplined but more numerous foot soldiers of the Heletians. Organised attacks from the Kramer Confederation to the south and the awesome power of Greater Baimiopia's military to the north have for the past two centuries caused great losses in numbers, territory and pride. While these setbacks are costly the Darner

Clans are still strong and well organised. Two clans, the *Karburdar* and the *Harkainth* are planning a joint Cabalist based attack on nearby Heletian cities in Greater Baimiopia as part of an effort to cripple future Heletian attacks.

THE OGRO ARBARO FORTS

Two fortress-towns remain in the woods north and east of Vangre. Along with them are many ruined forts which have fallen one by one to the advancing Heletians. The tales of battles in this area is a dire one with many blood soaked battlefields and ferocious campaigns that have seen eleven ogre forts fall to the forces of Vangre and even that great Heletian city razed on five occasions since its founding nine centuries ago. One of the best kept secrets of Dormetia is that the ogres have a set of access tunnels to the undercity of Vangre (see issue 11 & 'Vangre Below' in this issue) and have plans to one day use them in an effort to once and for all claim victory against the Heletians.

THE CLANS OF THE SPINE

The clans of the Heletian Spine mountains are the most numerous and populous to be found in Dormetia. While many clans have already faced raids by the forces of Greater Baimiopia there is still a large minority who are yet to suffer from

such murderous expeditions. In the heart of these mountains are still many areas where clans live the way they have for centuries, rumours even tell of a great city - Bar Mor, the last living remnant of the long since dead empire with over a thousand citizens.

THE CLANS OF THE NIGHT

The ogres have many enemies, the most well known being the Heletians and the Burvois (see issue 8), but another more dangerous foe is also fighting for their lands.

The Clans of the Night are a loosely organised group of clans in the valleys of the Heletian Spine Mountains where they meet with the Darner Mountains. They can be found in other areas also, usually in the vicinity of volcanic activity. These clans have jettisoned the 'old ways' of ogre culture and are known amongst the true ogre clans as renegades. They will without consideration and provocation attack neighbouring clans for the smallest of gain, viewing the combat as a way of proving themselves to their gods, the prime of which is known as Horc Dhark - thought to be another aspect of the Horned God.

The Renegade clans are chaotic groups but very good fighters, taking many of their military tactics from the Heletians. There is no negotiation with such clans.

THE BLOOD TRIBE

The Blood Tribe is the ruling tribe of the night clans. Its structure is mirrored by the other night clans which sees it being ruled by a Varngr. The Varngr of the blood tribe, currently an ogre known as Horira Korht is recognised as the supreme ruler of all the night clans and her orders are never questioned. The night clans are fiercely anti-magic. They will kill all Cabalists and Shamans without consideration and only allow members of the *Sisterhood* to practice anything resembling the arcane arts. All varngr's are members of the Sisterhood.

THE OGRE CABAL

While ogre mages are not as advanced in overall spell law as the Heletians they are recognised as an important part of the clan and thus practice openly and are also more numerous. The average clan fortress-town would hold for example up to eight mages. The ogres have their own Cabal which is used extensively as a neutral means of communicating between clans. The Night Clans do not allow mages amongst their numbers.

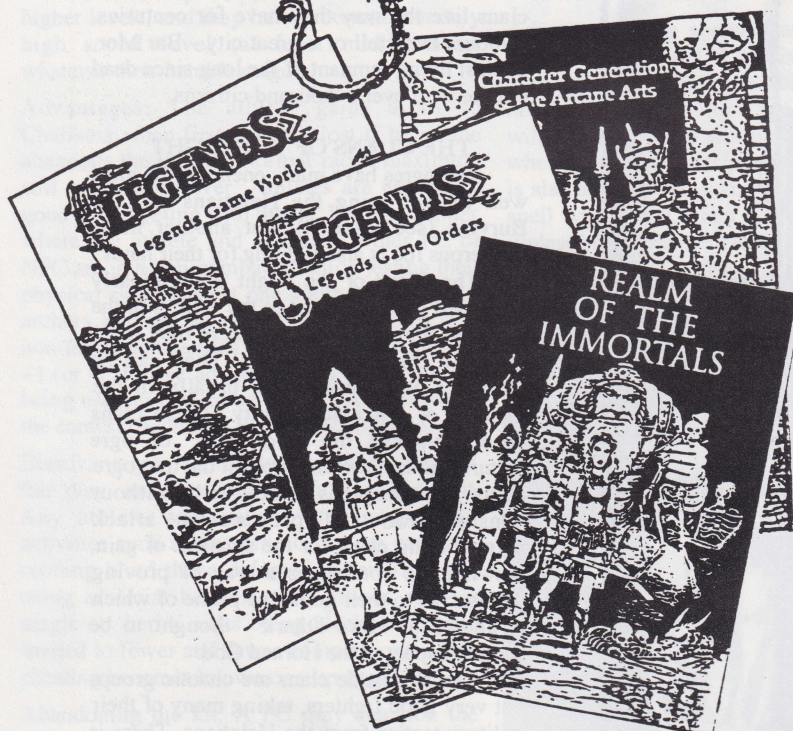
By Colin Taber.

Next issue we visit Greater Baimiopia.

The year is 513 EK, it is mid autumn ☼

LEGENDS

the Play-by-Mail game system



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MECHA SALVAGE

OPTIONAL
RULES
FOR
RIFTS™
by
Matt Lowe

As any player of Rifts™ will know, high tech salvage is a serious and lucrative business. The rules, however, are slightly vague and certainly a little unrealistic. I have no doubt that any avaricious Rifts player, when faced with a 20 foot tall enemy mecha, has found himself wondering its approximate worth on the black market. According to the official rules, when the main body on any mecha is depleted, it is utterly destroyed, having no remains worth salvaging. After having said this, many of the mecha descriptions have a statement to the effect that depleting the main body will merely shut the mecha down (rendering it useless).

The following system allows for either of the previous results, and a simple but detailed method for determining exactly how much may be salvaged from any given mecha. Every mecha can be considered to be the composite of a series of complex systems, when the main body is depleted several, or all of these vital systems are damaged or destroyed resulting in a mecha shutdown. The table opposite lists the number and type of systems contained in some Rifts mecha.

Weapon: these are listed in the mecha description, and a list of replacement prices is given in the Rifts Sourcebook (page 55-56). Black markets will buy these items at 10%-20% of the listed prices.

Cyberware: these are special targeting and human to robot links that are present in most high tech mecha, they are very delicate and easily destroyed. The mecha will not function unless all are fully operable. Each system will cost 1 million and sell at around 250,000 credits on the black market. Robot parts *cannot* be fitted direct into humans.

Electronic: these are the basic power transfer systems of the mecha, destroying these will paralyse weapon systems and cripple flight capabilities. They must all be intact for the mecha to operate properly; for each one not installed, 1d6 weapons will not operate, each limb has a 50% chance of not working, no flight capabilities and no mecha bonuses in combat. Buying prices are 50,000 per system and each will sell at around 10,000 credits on the black market.

Power: these are the nuclear cells that make mecha go! No flight is possible for underpowered mecha, speed is reduced by double the percentage of cells that are not installed (ie. if the mecha needs 4 and you use 3, reduce speed by $25\% \times 2 = 50\%$ speed), and knockout 1d6 weapons per cell not installed. no mecha combat bonuses if underpowered. Cells cost 500,000 credits and sell for 100,000 credits.

When a mecha's main body is depleted the referee should determine which systems are destroyed. The following chart indicates the chances for different systems being destroyed.

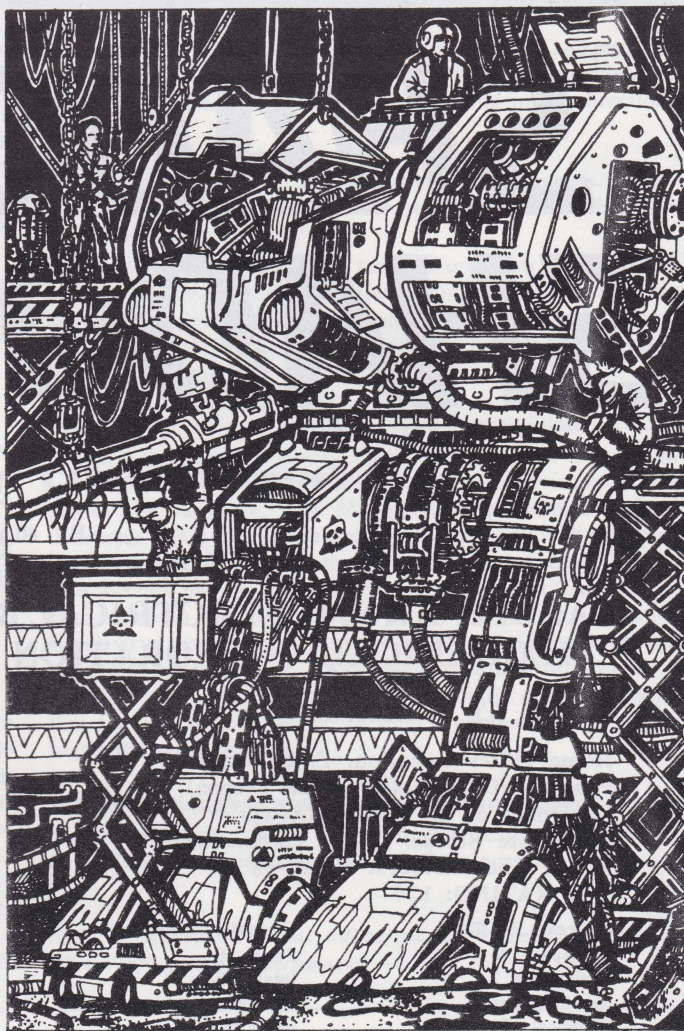
Effect	Weapons	Cyberware	Electronics	Power
Shut Down	15%	70%	40%	50%
Destroyed	30%	80%	50%	60%
Obliterated	60%	100%	80%	90%

Shut Down: the mecha has taken 25 or less additional MDC than was needed to deplete its main body.

Destroyed: the mecha has suffered up to an additional 100 MDC, or has crashed at low altitude or velocity ie. less than 500ft or 200mph.

Obliterated: means the mecha has suffered more than 100 MDC after being shut down, or has suffered a high speed crash. Any mecha suffering more than an additional 200 MDC has no salvageable worth.

Each individual unit should be rolled for separately. All Cyberware, Electronics, Power Cells and Armour points are considered to be fully interchangeable from mecha to mecha if you have the appropriate skills (mecha electronics/mechanics, and engineering); you can take an electronics system from an Enforcer and patch it into a Spider Walker.



Note: it is possible that a lucky set of dice rolls will indicate that the mecha is entirely intact. What has happened is that the shock has simply knocked wires loose and caused minor damage. The mecha needs some field repairs (mecha electronics/mechanics, or engineering... not basic electronics!) but is essentially completely operable.

Armour: to determine how much armour survives, first total up all remaining MDC on all locations. Then decide whether the mecha was Shut Down, Destroyed or Obliterated. If it was Shut Down, subtract 25% of total MDC, 40% if Destroyed and 75% if the mecha was Obliterated.

Note: Power armour and body armours are made from a higher grade armour plating than full size mecha, and is not interchangeable with them. Power armour is transferable with body armour, but size mecha must use armour from other full size mecha.

Type	Weapon	Cyberware	Electronic	Power
Robots and Vehicle:				
Enforcer	7	2	11	8
Skull Walker	5	2	11	10
Mark V:APC	16	1	17	8
Deaths Head	10	2	16	16
Sky Cycle	4	0	5	3
Skelebot	3	6	8	2
Titan Combat	6	1	10	8
Titan Explorer	4	1	8	8
Behemoth	2	1	10	24
Sky King	5	0	6	3
Power Armour:				
Glitterboy	1	3	6	3
Samson	3	1	8	2
Flying Titan	4	1	6	2
SAMAS	2	1	7	2
Ulti-Max	3	4	10	4

SHADOWRUN SHADOWFILES

An Excerpt From FASA's Upcoming Corporate Sourcebook

By Nigel Findley

SAEDER-KRUPP ELECTRICAL & MECHANICAL CORPORATION

FACTS AT A GLANCE

Home Office Location: Essen, Germany
President/CEO: Lofwyr (Great Dragon)
Chairman of the Board: Lofwyr
Corporate Status: Private corporation
Major Shareholders: Unknown
NET RATING: 124

Interests Profile:

Aerospace: 6
Agriculture: 7
Biotechnology: 7
Chemicals: 9
Computer Engineering: 7
Computer Science: 5
Consumer Goods: 6
Cybernetics: 4
Entertainment: 3
Financial: 8
Heavy Industry: 10
Mystical: 3
Military Technology: 7
Service: 6

Operational Profile:

Fiscal: 10
Intelligence: 6
Management: 6
Reputation: 7
Security: 7
Magic: 9
Matrix: 5
Physical: 9

Military Profile:

"Battalion"/Exceptional
(see below)

>>>>>[Yes, that's right. Saeder-Krupp has the distinction of being the only corp with a wizworm as its president.]<<<<<<
-Wally (01:32:34/3-20-54)

>>>>>[You can bet your hoop that Lofwyr owns a nice, healthy chunk of the corp personally. And what he doesn't own, he controls. (Would you vote against a dragon? Try to oust him from the board? Get real.)]<<<<<<
-Tad (17:58:41/3-21-54)

PRIMARY BUSINESS

Saeder-Krupp is the largest corporation in the world that focuses its efforts on industry - heavy, medium and light - and heavy assembly, as well as resource based operations. In the last century many "green" philosophers predicted the age of resource exploitation was coming to an end with the growth of the information age. Antecedents of these philosophers predicted the same thing in the mid 2020's, and again in the late 40's. They've been wrong every time, and Saeder-Krupp's continuing success proves the point.

>>>>>[Well of course they're fragging wrong.

And if you neo-Luddites out there are getting ready to bend my ear about recycling, shut the frag up. Sure, follow the three fragging Rs and you can *decrease* your requirements on resource exploitation. But eliminate it? Christ, the Hungarians tried that in 2015 when the Greens controlled the

government. Have you looked at Hungary lately? Economy - gone for drek. Standard of living - gone for drek. Health care crises, lots of people starving, no power for the cities. (But the shrubs are looking awfully healthy...)]<<<<<<

-Locke (16:24:44/3-29-54)

CORPORATE STRUCTURE

Even though Lofwyr now controls just about every facet of Saeder-Krupp's corporate operations, that wasn't always the case. The real mover-and-shaker behind the emergence of Saeder-Krupp was one Michel Beloit, a young but very senior exec with BMW. Beloit predicted some of the chaos in Europe and, after ousting BMW's staid and conservative management team in a "palace coup" of epic proportions, struggled to position the company for growth in the challenging time ahead.

Either Beloit had the devil's own luck, or he was incredibly competent. By 2010 or thereabouts, an expanded BMW was the premier industrial power in Europe. With a few well-selected mergers, Beloit expanded BMW into a mighty corporate empire. Finding BMW's association with automobiles a liability, he restructured the megacorp around two other organisations - Saeder Munitions and Krupp Manufacturing - to form Saeder-Krupp. He then "spun-off" a leaner, meaner BMW as a wholly-owned subsidiary, tasking it to concentrate on automobiles and associated technology once more. Then, in 2032, Beloit kicked the bucket and his wife - Wilhelmina Graff-Beloit - took over, and ran the megacorp for five years.

That's when Lofwyr appeared on the scene. Although Mina Graff-Beloit controlled the board and owned billions worth of Saeder-Krupp stock, she didn't hold anywhere near a majority of votes. Nobody did... or so it was thought.

Behind the scenes, however, Lofwyr had been buying up Saeder-Krupp shares for years. Now, when he emerged, he announced that he owned a staggering 63% of the outstanding shares. He immediately voted himself into the chairmanship of the board - ousting Graff-Beloit and effectively banishing her to Zurich-Orbital - and named himself president/CEO as well.

>>>>>[Now hold on just a tick. A fragging dragon buys up 63% of the corp and nobody even notices?]<<<<<<

-Monk McQueen (08:38:37/3-24-54)

>>>>>[Up until the day before he announced his control, Lofwyr personally owned *no* shares in Saeder-Krupp. The quiet purchasing had been done by holding companies and shells, which the dragon controlled. Then one day all those holding companies privately sold their shares to him. *Now* all the stock tracking systems light up like christmas trees - takeover alert! But it's too late to do anything. Lofwyr owns more than half the company, and suddenly he *is* Saeder-Krupp.]<<<<<<

-Nuyen Nick (11:40:06/3-27-54)

Major Divisions:

Saeder-Krupp is divided into divisions in a rather arbitrary manner. Sometimes divisions are based on regions, other times on function, and occasionally on some criterion that simply isn't obvious.

To illustrate how confusing this can sometimes be, there are two major Saeder-Krupp operations based in Seattle - S-K Northwest and S-K Aerospace. Both belong to completely different branches of the organisational chart, with discrete reporting paths.

>>>>>[Hey, chummer, don't expect a fragging wizworm to see the world the same way you do.]<<<<<

-Darryl (02:48:35/4-2-54)

In most corps, executives know how much autonomy they enjoy. If they can run their divisions as independent entities, that's the way it always works; conversely, if they have to gain a headquarters' approval for every course of action, they expect that and plan on it. This just isn't the case in Lofwyr's Saeder-Krupp. From one week to another, a divisional manager might be left totally alone, or find Lofwyr watching over his shoulder and "micromanaging" every facet of the business.

For this reason it doesn't really matter as much as with other corps exactly who's in charge of what division. To a great degree, Lofwyr's in charge of it all.

SECURITY

Saeder-Krupp doesn't have an extensive security force when measured on the criterion of personnel count. For all its relatively small size, however, its incredibly effective. Part of the reason is that Saeder-Krupp doesn't make a meaningful distinction between military assets and security assets. The megacorp maintains a considerable military force which participates in Desert Wars, and there's continuous cross-training between these units and its "civilian" security arms. Individuals, and often entire squads, are transferred between the two "forces" with little or no warning. Certainly, the weapon mix differs between "military" and "civilian" applications - if only because anti-personnel cluster bombs generally do too much collateral damage for site security - but the personnel are the same.

Site:

Basic site defence comes from Saeder-Krupp's "civilian" defence arm, equipped with whatever happens to be necessary for the task at hand. (Lofwyr seems to understand that popular opinion still means something in the business world, so site security teams don't often use weapons of mass carnage, even if they could keep collateral damage to an acceptable level.)

Mages or shamans - predominately the former - are well integrated with standard security teams. Important sites are often guarded by bound elementals.

Security teams are supported by whatever technology is appropriate for the situation. Saeder-Krupp is also well-known for supplementing its (meta)human resources with parabiologicals.

Saeder-Krupp isn't above hiring "special assets" for specific missions. If shadowrunners, or even petty criminals, would improve a situation, then the megacorp will hire them.

>>>>>[Saeder-Krupp - that is, Lofwyr - is as much into "payback" as Aneki at Renraku. You mess with him, he'll hire people to come after you and mess you up, even if there's no percentage in it. And dragons have long memories.]<<<<<

-Eastman (01:02:42/4-3-54)

Matrix:

For a major megacorp, Saeder-Krupp has surprisingly limited Matrix security. Of course, for a major megacorp, it makes surprisingly limited use of the Matrix at all. Since Lofwyr has personal control over so much of the corp's day to day business, there's nowhere near the usual need for communicating and storing sensitive data. Sure, Saeder-Krupp



has a lot of powerful computer systems on the Matrix, but they're more concerned with relatively mundane activities like running factories and maintaining inventories.

Saeder-Krupp computer systems tend to be utilitarian in the extreme, with little in the way of innovation. You won't run across any flashy ice - no adaptive killer, no "party ice" - or any cunning tricks in system architecture. What you will find is trace-and-report - *beefy* trace-and-report, rating 6 and way up - and you'll find it everywhere.

>>>>>[T-&-R give them a location, so while you're tapping away on your cyberdeck a squad of stormtroopers is kicking in your front door.]<<<<<

-Nora (15:13:21/4-3-54)

Military:

Refer to the discussion above.

Extended:

Saeder-Krupp has no official "extended security assets"... yet still manages to be involved in a lot of "extended" operations. Some of the time, the corporation hires shadowrunners and other street ops for special tasks.

>>>>>[The main contact for shadowrunners seems to be some slag called Brackhaus. He's hired me a couple of time (he always knows where to track me down, that's the scariest thing), and a couple of chummers who've done work for Saeder-Krupp have also had Brackhaus as their Johnson. I've heard that sometimes *Lofwyr himself* goes out and hires runners, but I don't know whether I believe that. You know what they say: never cut a deal with a dragon.]<<<<<

-Jimmy Dean (08:21:47/3-29-54)

Other times, the missions just seem to "get done" without the corp taking any obvious actions.

>>>>>[Hate to tell you, Jimmy: Brackhaus is Lofwyr. He knows (meta)humans prefer deals with their own species. So he's got a persona he uses, that's Brackhaus in whatever meta form is appropriate. You want evidence? Anyone else out there done some deals with Brackhaus of Saeder-Krupp? *What metatype is he?*]<<<<<

-Trevor (20:23:05/4-2-54)

CHURCH OF BAIMIOPIA

By Adam Whitt

Any examination of the Dormetian area of Unae, and in particular the Heletian League, needs to consider the influence of the Church of Baimiopia. There are two mighty pillars holding the archway spanning the Heletian League in place - trade and religion. Trade supports the Heletian League by promoting the mutual benefits of commerce; religion holds the League together by providing an alternative ruling class in an area of many contrasting political systems and racial backgrounds. Where heads of states might disagree and bring disharmony, the hegemony of the Church of Baimiopia has served to cast oil on troubled waters.

Do not be mistaken, this is not through any altruistic ideal fostered by the Church, but rather a self serving principle that has allowed its clergy to convert almost all of the region's population into the faith of Kreinta. This enormous power base has enabled Church leaders to adopt an increasingly active role in the governance of the Heletian League. The Benefice of the Church in Baimiopia is one of the most powerful figures in all Dormetia. And as corrupt as the next megalomaniac. The Church is most definitely a political as well as religious instrumentality and we need to look at both aspects.

STORY OF SAINT BIAMIO

But first, lets recap the faith as it was depicted in issue 11's scenario *Tessa-The Gold Rush*. Kreinta, the deity worshipped by the Church was an ancient mythic god, associated with justice and related by blood to the founding fathers of the Heletian tribes. Kreinta was wise and fatherly, but inclined to fickleness, often denying his direct aid to his descendants; hence the splintering of the tribes when the seas arose and the lands of the Dormetia were inundated, forcing the rival tribes apart. During this period of pre-history, the tribes fared poorly in their struggles against the ogres and elves.

Then, over 500 years ago, a boy hero, Baimio, arose from the dead with the light of Kreinta in his eyes to lead the Heletian armies in a series of brilliant victories against the ogres, carving out a permanent homeland for the Heletians. Baimio walked the earth for another twenty years, performing miracles and gathering a following of faithful servitors who revered him as an incarnation of their forefather god - a New Kreinta.

After his second 'death', in strange circumstances that have never been fully revealed, these servitors set about building a monument to the life of Kreinta's avatar, St Baimio. This monument still exists and is the Church of Baimiopia, named for the city the hero founded. And these worshippers promise the return of their lord at a time of impending doom, Kreinta will come down to Unae again in the form of Saint Baimio to reclaim his kingdom and lead the peoples to a new age of wealth and freedom... but only if everyone acknowledges his godhead - only if the Heletians prove worthy will Kreinta return and intervene on their behalf. With this threat/promise, the Church manipulates its congregation

HISTORY OF THE CHURCH

Although St Baimio enjoyed enormous popularity during his lifetime and led the armies of the Heletians, he was not entirely welcomed by the rulers of his day. Even in his native Baimiopia there were dissenters, and in the other states of the region, his worship was even less secure. The royal families of Dormetia rightly saw in Baimio and his disciples a genuine threat to their own authority.

After his death, a period of strife against the Church arose. In many cases, churches and congregations built by the Heletites were burned down after St Baimio's death and the converts severely punished for their faith. The Church, in its fledgling state was unable to protect all of its members and in many cities across Dormetia, worship of St Baimio was forced underground. Vangre is one prime example of this, where a vast network of underground tunnels and rooms became the refuge of the converts. There they furtively practised their religion in the face of persecution, building shrines deep within the ruins of the Undercity and daubing the walls with beautiful renditions of scenes from the life of St Baimio.

Often these secret gatherings were discovered and the apprehended worshippers martyred in a series of brutal public executions. Some of these martyrs, refusing to recant their faith in the face of awful degradations so impressed the rulers of Vangre that eventually the barbarisms ended and the Church was allowed to re-establish. This pattern was repeated across the Heletian League; over time, the fanaticism of the New Kreintans only grew in the face of the ruling parties opposition. And with the growing need for peace amongst the

member states for the purposes of trade, the Church was eventually welcomed as a unifying force.

BAIMIO'S TEACHINGS

St Baimio was a warrior, of that there is no doubt, his courage in battle is depicted in a dozen tales of heroism often recounted to Heletian children. But he was also a peaceful man who had a vision of a unified Dormetia free of strife, with the Heletians living in harmony with their neighbours. The words of St Baimio were scribed by several of his followers, and they all carry a common theme - respect for the rights of everyone, within a framework of the greatest good for the greatest number.

Understanding of these words did not come easily to the Heletians - theirs was a long history of struggle and pain, of feudal overlords ruling by might, of constant wars with the other races. The idea of unity and peace did not have any traditional founding. Kreinta had always been fickle with his favours and Heletians were used to selfishness.

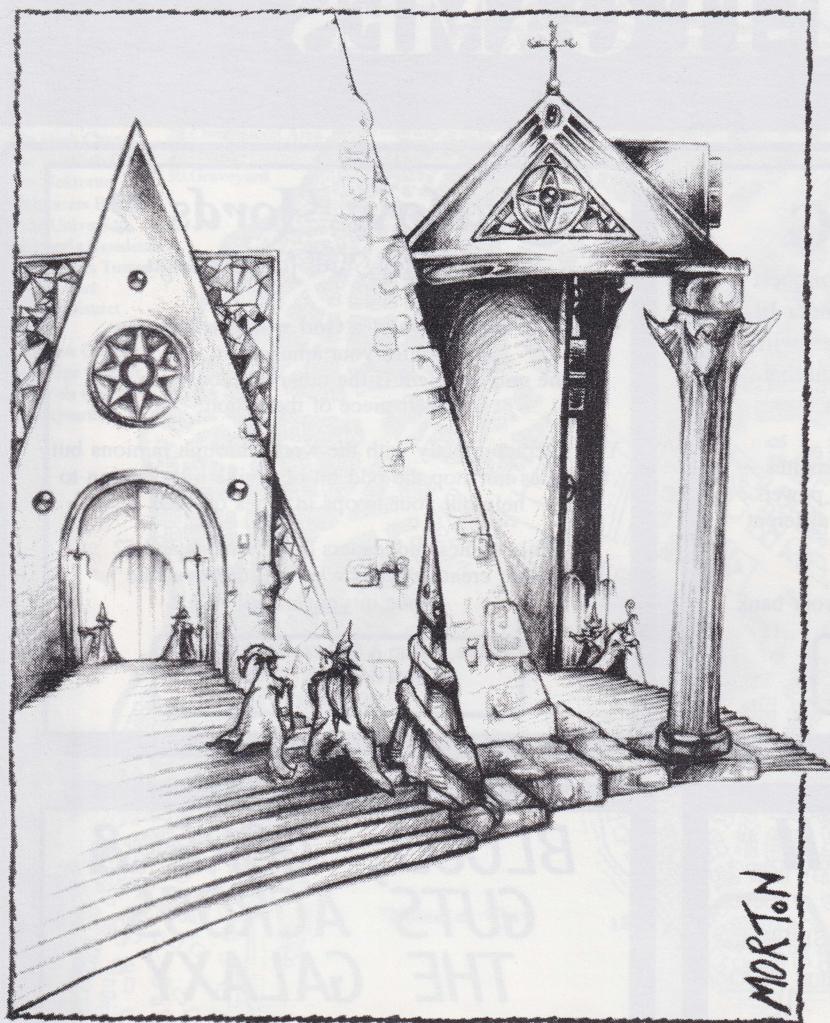
When St. Baimio left Unae and his followers scattered to preach his words, it became increasingly difficult to maintain the central truths of his life sacrosanct. The flesh is weak and the mind is easily tricked. In good faith, each of the missionaries spread their own personal version of the truth, and with these differing interpretations came fierce debate, recrimination, and accusation.

And as the Church gained in power, it often was more politically expedient to ignore or rephrase certain of St. Baimio's teachings so as to best benefit the Church. In all such cases where the rights of the individual were repressed, the over-riding good of the whole was quoted as being the reason.

FAITH AND MAGIC

In Unae magic works in one of three main ways: through the strength from within the self, seated in the heart, usually released by the spilling of blood, and practised by wizards; through the force of the mind manipulating others, seated in the brain, wielded by psions; and through the power of the communal spirit, seated in the soul, manifested as faith and invoked by priests.

All beings with a soul have the potential to wield magic, but only a talented few can harness this power. The Church, realising that magic can destabilise their power base has always preached against the invocation



of magic of the self as dictated by heart and mind, and claimed ownership of the magic of faith. The Church teaches that practitioners of the self (wizards and psions) are evil, and that the power of faith is sent from Kreinta and can only be legitimately wielded by Kreinta's priests. The Church has made these laws 'truth' in the populations under their jurisdiction such that wizards are accused of heresy and dabblers in faith magic are branded as followers of the Horned God.

THE SIX ORDERS

Even before his death, Saint Baimio's disciples had begun to argue over the meaning of the leader's teachings and several sects or Orders had formed - the strongest of these continue today and constitute the mainstays of the Church. These are: The Scholarly Monks of Calbaro; The Sisterhood, nuns and healers; The Pastrom, the most numerous order whose priests preach the sermons and guide the layfolk; The Episkopom, made up of Benefices and administrators who amongst other things appoint inquisitors to root out heresy; and the Heletites, the most fervent sect whose missionaries take the teachings of the New Kreinta to the ungodly, converting with

words and steel.

In addition to these ecclesiastic orders there is a secular arm to the Church with its stern warrior class - The Order Des Sankta Glavos. These hard pious men are trained to defend the Church and its property, and are feared by the masses as they are not subject to Common Law, but Church Law. This means elected magistrates, city leaders, and crown appointed officers have no jurisdiction over the activities of the Order. They dispense their own harsh justice according to the directions of their Benefice, many of whom are less than scrupulous in their dealings with their congregation.

THE SAINTS

Along with all these different ingredients within the Church, there are many local flavours added to the bubbling cauldron. These are the Saints. The Church, realising that wholesale conversion to worship of Kreinta is unlikely in all regions, has often allowed a local folk hero or traditional god to be uplifted to the status of Sainthood within the Church. Invariably, this process is legitimised by stating that Baimio had many allies in his wars of pacification and they should be accorded near equal status with

the great leader. All must defer to his godhead, however, as it was he that unified the tribes against the common enemy.

Without wishing to go into a lengthy exposition of the saints here, we list some of the more prominent of them and their main area of patronage;

St Baimio	- Sacrifice, Wisdom, Mercy
St Fatima	- Virtue, Innocence
St Mathius	- Travellers
St Romeo	- Traders, Merchants
St Augusti	- Missionaries
St Armando	- Gardners, Smiths
St Silva	- Warriors
St Alban	- Scholars
St Emile	- Healing
St Belfour	- Good Fortune, Wealth

CHURCH HIERARCHY

The head of the Church of Baimiopia is the Holy Benefice of Baimiopia, Verrocchio the Anointed. Verrocchio is an aging member of the Episkopom and spent several years administering the Inquisition in the Kramer City States before returning to Greater Baimiopia to assume the mantle of Holy Benefice. Verrocchio's reputation for political manipulation has exceeded that of even the most overweening of nobles in Greater Baimiopia; King Giovanni has oft expressed the private wish that the "old crow" would pass on and leave a younger, more pliable Priest in his place. Verrocchio shows no sign of doing so, and many onlookers whisper that he must be magically staving off death. Such talk is heresy.

Assisting the Holy Benefice in his administration of the Church is a host of black robed clerics and prelates. These inscribe and deliver the vast numbers of Episkopal Edicts that are sent to all the Churches in Dormetia enforcing Verrocchio's strict rule.

Each city where the Church is established has its own Benefice who has the right to rule his parish as he sees fit (and Verrocchio's spies will allow). The Benefice then has a sub-court of Prelates who each have a Church or Congregation in or nearby the city. In the rural areas, most of these lesser priests enjoy a high level of autonomy because of the remoteness of their location.

THE FUTURE

Benefice Verrocchio's vision of the future of the Church is one of an increasing role in the spiritual life of the people, through which the Church can direct popular opinion and thus build political power. There is some conflict looming between the Church and the Crown in Greater Baimiopia which will be further explored in next issue's text on that area of Unae. Suffice to say, the Church will not readily submit to the desires of the Crown.

The year is 513 EK, it is mid autumn ☾

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The Analytical Engine

INTER-VIEWS

by Peter Crank

This issue I talk to Terry Pratchett, a highly amusing man who found inspiration for many of his hilarious creations in early games of AD&D™!

I met Terry Pratchett in the lift lobby on the 10th floor of his hotel. "How are you finding the Hotel?" I asked tentatively. "I usually just ask the cab driver, and he finds it!" he quipped over his shoulder as he led me to his room. Oh great, I thought. Terry Pratchett is not an easy man to interview. He's too busy talking. Man can he talk. He told me an hour tops and then he had to go. We went over that by forty minutes. Terry has a voice a lot like David Bellamy and a rapid delivery. He's fond of telling you that he is not a rich man, "just a poor one with a lot of money!" I think success has had a big affect on Mr. Pratchett.

The plan, as Terry saw it, was to do the interview in his hotel room. The lobby, in common with most hotels, was noisy with water sounds and Terry thought it might play hell with my tape recorder. Terry's wife showed up just as I was setting up, red faced from sun and wind, wanting a shower and not thrilled to see me in her hotel room. Terry was all for sending her to their daughter's room and getting on with it. I volunteered the bar downstairs, despite the noise risk. Terry agreed. Which is how I found myself sharing a beer with Terry Pratchett as he talked about his work, and just about anything else. The tape recorder worked well enough, the water sounds add a certain ambience. Here then is a sample of Terry in action.

What sort of thing do you find funny? What makes you laugh?

Mainly its stuff that makes other people very depressed! Last year the thing that really made me smile for days on end was the story of Mary Provost. She was a silent movie star, one of the ones that was kind of lost out when the talkies came in. She was reduced to bit parts and eventually she moved out to some little apartment in Hollywood and was forgotten about by the world, except for her little pet dog that was devoted to her. One day, one summer, the neighbours realised they hadn't seen Mary around for a while, and eventually the police were called and they broke down the door of her apartment. What had happened, she'd died by herself, of natural causes. The embarrassing thing was the little dog, which had been locked up in the apartment, a very well behaved little dog. It didn't really know what to do because it hadn't anything to eat. So for a couple of weeks it had been eating Mary Provost! (Laughs) One of the cops said he'd never forget the expression on the dog's face, it was kind of, embarrassed. Now obviously that's the kind of thing that God laughs at. Its not funny, but there's something in there that I can only call humour. And you're laughing. That's Gods sense of humour. Its got nothing to do with being nice!

Where did Discworld have its origins?

The myth that the world is flat is common to every continent...I'd always known about it because it got mentioned in astronomy books. I thought, "Hey, a totally illogical world!" because a lot of the humour in the Discworld is the fact that I put things in what might be loosely called a classical fantasy background and they all go around trying to be logical about it all. No one in my stories ever says anything like, "Ho Landlord! A pint of your finest Ale!" unless they're on serious medication. My characters are fairly real people. They aren't like the characters you have in most genre fantasy.

You've so far avoided mapping Discworld. Is that deliberate?

It will happen, funnily enough. Later this year, and this is all fairly new stuff, in response to masses of requests there's going to be a map initially of Ankh Morpork. What happened was, there's a guy in England ...and he wrote to me one day and said, "do you know Ankh Morpork is mappable." and I said, "No, of course it isn't 'cause I made it up as I went along!" Well yeah, but most cities were made up as they went along, and I can map it. And he showed me all these little postcards with directions on and he said, "There are six clues to the position of the Assassins Guild", and if you got put them all together...and you could end up with everything meshing. Well I commented on it and after several months he had the map of Ankh Morpork and its big! He sent me little faxes, "Guess how many eating houses there are?", I said four and he said, "You've named eight!". I'd forgotten about them. And its all being drawn up professionally like a medieval city map.

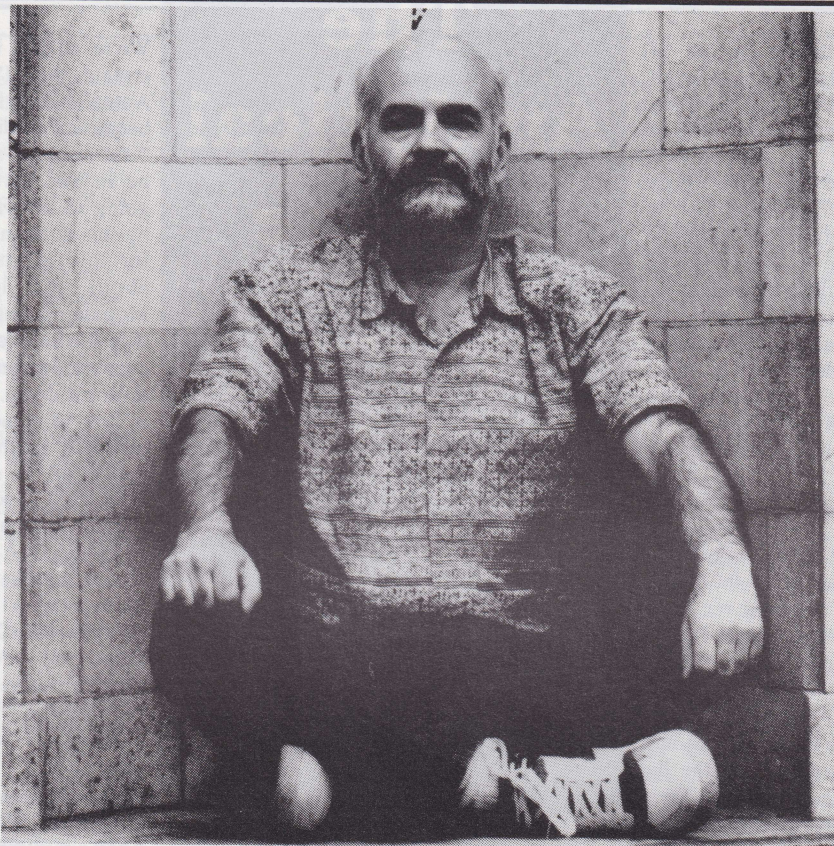
We're talking big, and I've named extra streets that I'm now going to need. Actually I've faxed him while I'm here because I'm still working on it and said, "Oh, we need another Guild and it has to be in this particular place." But its all going to be wrapped up and be finished by this autumn. And the excuse I've used for this is, its one thing to be vague about the location of the Misty Mountains, but you do need to know the way to the chemists. Ankh Morpork is a construction and sooner or later you have to pin it down. We spent several days on it, how to name particular streets, like for example in the area around the cattle market all the streets have names that are associated in some way with butchery and slaughter. You've heard of the phrase "a shambles"? A shambles means a place where butchery is done...And Steven Blake's also doing, with Gollancz, a Discworld Companion, annotations about the books and interviews with various people, and he says he thinks he can map the Discworld on the same basis. It might not be right but it will fit all the clues.

It must be quite flattering to have someone devote that much time to your creation.

Well! This guy, he's a Civil Servant, a big man in the Board of Agriculture or something. If he was about fourteen and called Kevin you could understand it, but he's quite sane about it. But if I get stuck I can always say, "Steven, where's so and so...I mean he's such an expert on this non-existent place! I feel a bit like God. God never went around mapping the world, other people looked around and said, "Ahh, we can make a map of this". I mean God never turned up to Mercator and said, "YES, THATS CORRECT!". I told them to leave room for the Great Summer Land, on the Discworld map, because there will be a Discworld adventure set in the Great Summer Land. But the one I'm working on now, which will come out in the summer of '94, will probably be the last Discworld book maybe for a year or two because I have other things I want to do. Its a sequel to **Mort**, in the sense that **Reaper Man** wasn't. It involves Mort's daughter, whose inherited a lot of Death's characteristics which is in fact quite handy for her. But there's things in there like the god of Hangovers - the god of Wine does all the drinking and the god of Hangovers gets all the Hangovers. I'm going to introduce Rock'n'Roll to Discworld. Isn't it strange how many Rock idols die young, fairly spectacularly. Its as if a sacrifice is demanded and once you start thinking about that you're right into the Discworld area. Sort of the equivalent of James Dean, dying on a burning horse!

Death is your most popular character, is he your personal favourite?

My favourite character, without a shadow of a doubt, is Granny Weatherwax, because she speaks for me. As far as I'm concerned she's the most realised of all the characters. One can't help but have a soft spot for Death. There's a firm in England that does models of the Discworld characters and Death outsells all the others. They've done Death on Binky which sells for about \$200 and that walks out of the shop! Death, The Librarian and The Luggage are the three most popular characters, in that order. Lots and lots of female readers like the Witches. Even the Death of Rats, who only turned up in one and a half



I've got some other fantasy I want to write. There's an awful lot I can do with Discworld, but its always Discworld. There aren't many limitations but there are limitations. At its simplest the Discworld's filling up. Despite my best efforts its now got a History and a Geography and I have to acknowledge that. If things go as I think it will be stuff in a more traditional fantasy setting, but the approach won't be traditional. I distrust some of the basic attitudes of fantasy and I don't think Americans, by and large, are as instinctively good at fantasy as Europeans. I don't know how Australia fits in all

books, gets a following now. He's turning up in a big way in the next book, which was originally called The Hog Father when I thought the plot was going to go a certain way, because the Hog Father is the Discworld equivalent of Father Christmas. And the Hog Father has a sled drawn by four wild boars, and he wears red and he leaves presents of pork scratchings and sausages and bacon for the good kids and those that aren't good get a sack of bloody bones. Real folk myth always has that nasty bit. And then the Brothers Grimm come along and leave out the bit where the pig has to put on the red-hot shoes. I rather like the Hog Father, he's such a fearsome character and kids are supposed to like him. I've always been ambivalent about Father Christmas, you think about the most famous song, starts off, "You better watch out!... he knows whose naughty and nice. Father Christmas is a little more grim than we like to think. And in the book there's also the Discworld equivalent of the Sand Man, and the Tooth Fairy and she never has enough change so she extracts another tooth! She's only got a Dollar and a tooth is fifty cents, she'll leave you a dollar but take another tooth. And the Sand Man never takes the sand out of the sack, Bof! And Drella meets all these creatures of the occult, the night people. I'm having a lot of fun with it.

Is there any particular Book that stands out for you, as it's creator?

After I'd written **Small gods**, I thought, "Thank God I've written that." I really wanted the writing of it out of my system. And I was never more conscious of a book where I was being carried along, it was

being laid out in front of me and all I had to do was write it. I've not long ago finished **Men At Arms** which is the next one to come out in the autumn...that's a sort of sequel to **Guards! Guards!** and the key thing is that I introduce the concept of a gun, and a gun is not funny. Guns really kill people, so do swords and crossbows, but it is less personal and also when you draw a bow and fire an arrow everything involved is your human strength, with a gun the power is from outside you. The Guards have got an affirmative action hiring procedure, so there's a Troll and a Dwarf in the Guards as well and I can get all kinds of racial jokes in, which are rather jokes about racism rather than racial jokes. Trolls hate Dwarves and Dwarves hate Trolls, and the thing I enjoyed is that Captain Vines can't stand Trolls and Dwarves, until he meets the top nobs in the city, earls and dukes, and he hears real racist thinking. Now he's just a working copper and he doesn't like Dwarves and Trolls because he sees them every day, and he doesn't like most people, but he always thinks of them as people. He hears that a Dwarf has been killed and people say, "Yeah great, one less of them...you don't see as many dogs about as you used to...well you know what they say about Dwarves." All the words people use to dehumanise another section of the community, which is something that he would never dream of doing. Its easy to do it in a fantasy context because I'm doing it one removed from our knee-jerk reactions.

So while you're holding off on the Discworld for a year or so, what will you be working on?

this. I think Americans are instinctively better at classic Science Fiction, because its the nature of their society. For example in **Lords and Ladies** I got so fed up with cuddly American Elves, and I know the Elves, they're terrible. Tolkien's mythology was totally accurate in most things but he got Elves totally wrong. Elves are the kind of people that make Hannibal Lector say, "Oooh, what nasty people". This sort of Society for Creative Anachronism knee-jerk in front of Unicorns and Elves...unicorns aren't cute, if they exist they're big sweaty horses with a horn. I think its a more European frame of mind, like the Hog Father myth, to make up myths that have their dark side as well as their bright side, which are both fascinating and evil, truly evil. The thing I like about Anne McCaffery's dragons is that the sexual metaphor is so obvious all the way through, she kind of paints it in big letters, Hurray! And in some of the derivative stuff the dragons are just too damn nice. Anne McCaffrey's dragons may be nice but at least they have the decency to be sexy with it. There's a hell of a lot of derivative stuff, wait a minute I'm on a roll now, second growth fantasy! A fantasy written by people whose source is fantasy written by other people. I think its commercially weird, but I don't think its a sin, to write a 900 page fantasy epic. At its worst its grist to my mill.

Have you ever indulged in gaming yourself?

Yup. When all there really was was Dungeons and Dragons and role playing games were something you only knew

about if you were thirteen. One Christmas the kid next door came round to us, on Boxing Day, and we did a dungeon. I thought, "This is great!" I wrote some scenarios for him and his friends, and I have to say they were pretty good because in those days there was no sense of lets create a world in which you are and then have an adventure. There was, "Here is a Dungeon, you fight with a gelatinous cube and miscellaneous other monsters conjured up by dice roll and you grab all the treasure", and that's it. They were only gradually groping towards a concept of a story, a plot that you took part in. In fact some bits of **The Colour of Magic** and **The Light Fantastic** had their start as role playing game scenarios. I invented the Luggage as game playing appurtenance for all these little buggers who were accumulating so much treasure... you put it in the Luggage and the original Luggage would obey every command you gave it. They'd get involved in some melee and forget that the last command that they gave it was "walk" and it would be walking, walking...

I didn't play very much, mainly because where I lived in the country there wasn't much opportunity. After that period they got into the buckets of dice era where all these little shitbags would go around saying, "I've got a +9 sword and I've got a +3 shield!", there was no attempt to get into character and into a scenario and really play a game. You might as well just connect-up four

pocket calculators and let the thing go, "Zik!" and it would all be over.

I introduced other people to gaming. I was on a newspaper one time, and for one reason or another the printers were on strike, so we had to come into work but there was no work to do. I worked close to the TeleAds department where all these ladies would take these ads over the phone. There were half a dozen middle-aged ladies with their spectacles, and their jumpers worn over their shoulders, and those little rubber spiky things on their fingers. We were chatting one day at coffee and they mentioned role playing games because there'd been some article about how they could lure kids into the occult, "OOOOH!" All that crap stuff that fundamentalists go on about. Well, I said, "Look, I can show you what its all about, if you like." They said, "Sure!". The next day I took in a very simple dungeon adventure and I explained the very basic rules of the game. Everyone knows how to do these things: you meet the little old man and if you give him some food, or presents, he tell you, "They went that way.", and you get some allies and you rescue the Princess and so on. These six women went into that dungeon and they killed everything. Before the little old man could so much as say, "Hello, Bold travellers!" they grabbed him. "Has he got any money? No. Well torture him until he tells us!" They even killed the Princess, "There's a woman here tied up. Its a trap! Kill her and search the body for gold." I was so

cross, they would simply attack everything. By the time they'd finished I could imagine this dungeon with the doors hanging off their hinges and death everywhere. Because it was a beginner's game there was a strong non-playing character who was supposed to befriend them and help them. They killed him too, and took all his weapons. And they said, "This seems okay, can't see any harm in this!" I mean, God! Their sons would have played it carefully; talked to the old man, rescued the Princess, explored the dungeon. The mums just went in there and ripped it to bits.

Terry is defensive about the direction that his work is taking, he bristles at the suggestion that he's drifted from the path that made Discworld great. He also spent a lot of time condemning the children's book industry as being too concerned with politics and not enough with children's entertainment. Terry Pratchett is a fascinating person and deserves the place his has made for himself in the greater literary world.

Unfortunately I won't be able to touch a Pratchett book again for a few months; as an unfortunate side-effect I overdose on the writer during the research and the interview process. Which is a pain if its a writer whose work I really enjoy, as in this case. So the upshot is I haven't tackled **Witches Abroad** or **Lords and Ladies** yet because Terry's too much in my system Its weird to read a book and hear the author's voice in your head! I'll let you know later if I think Terry Pratchett has lost the plot.



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Play-By-Mail

Darkness of Silverfall

from Roma Games

Reviewed by Marianne Payne

Ever wanted to be Commander-in-Chief of a war fleet, cruising around the galaxy, shooting anything that moves? If so, then **Darkness of Silverfall** from Roma Games could well be for you.

The story so far is that an ancient empire spread throughout the galaxy and ruled by a council of wizards lived happily for many centuries promoting peace, harmony and good trade. Internal bickering led to a division between the council and the mightiest of the wizards, Dark Lord Sauron (or DLS) left; swearing to destroy the empire. To this end, he has used the power of 5 Battle Stations to turn the star Silverfall, in the centre of the galaxy, into a black hole. So it now falls to the players to seek out Sauron's Battle Stations and destroy them.

At first glance of the rule book the game seemed very intimidating for one new to PBM's like myself, with 3-dimensional space to navigate and very little graphic information to go on. So I turned to the free software Silver, that promised to help me. Unfortunately, both copies that I have received have crashed and are unusable. (The developers are looking into problems with the program). Forced to deal with the game first hand, I was pleasantly surprised to discover how easy the system is to use. I have moved from coming last in the game to somewhere in the middle of the pack (I think!).

One of the best things about this game, which mainly revolves around space combat, is the lively interaction with the other players, and their capacity for doing the unexpected. You also have to ensure that you have enough resources to supply and expand your fleets which means a combination of mining and trade.

Running at \$10 for setup, and \$6 a turn, it is an enjoyable, mid range complexity game.

Galaxy Free Offer

Kevin Flynn of Australian Wizard has made an generous offer to readers of Australian Realms. If you are interested in playing **Galaxy**, their game of space conquest and diplomacy, Kevin has 5 positions open in Game 1 that he is willing to give 10 free turns to. To take up this offer contact Kevin at the address given in our header and tell him you want to take advantage of the Australian Realms Galaxy offer.

Australian Wizard also need playtesters for their proposed new game **Lords of Aquilonia**. This is a Medieval Fantasy RPG PBM. Kevin charges playtesters \$50.00 up front which will be converted to credits once the real game starts. This discourages people who might take this

opportunity to try a free game then drop out before the play test is finished.

Players can expect at least a year of testing what will be a major new product release for Australian Wizard. The game is primarily aimed at the USA/Europe market and is large in scope and detail.

It is great to see Australians exporting good products!

Railroad Tycoon

A hot item of news from the company that brought you **Quest** is the imminent release of **Railroad Tycoon PBM**. This game has been a popular board and computer game for some time now and I'm sure **Dynamic Games'** PBMised version will do well. Look for more information and a review in **Dice Are Dead** as this game develops.

Victory!

An exciting new entry in the Australian PBM scene for wargamers is **Victory!** brought to you by **Imagination Games**. Doug Coff, the owner of the Australian license for this American game believes there has never been a more sophisticated PBM wargame system. The 120 page rulebook incorporates incredible detail including, huge numbers of units, fantastically complex battle routines, and enormous historical World War II flavour. **The Battle for Europe** will be released as the first in a series of games in the **Victory!** line. If you enjoy a real wargaming challenge, give **Victory!** a go.

PBM Footnotes

The Baron's Regime are currently playtesting an old favourite, **Midgard** - a roleplaying PBM. This version is now mostly computer-moderated and run by Nick Horgan at PO Box 542, Lindfield NSW 2070. Interested players should contact Nick to be put on a mailing list for when the game starts proper.

For Sydneysiders who'd like to see some of their opponents face to face there is a regular **PBM Dinner** held on the second Saturday of each month. Potential attendees should contact Steve Green (02) 580 1926 from 11 to 2 weekdays.

Live Role Playing

The Game

Shadow League Australia Inc. is producing a new adventure that steps outside the normal bounds of live role playing titled **The Game**. The Game is a freestyle, real-time adventure, which will truly give the seven heroes a feeling of what living in a fantasy world would be like. For five days, 24 hours a day, the party will be submerged into another reality where everything experienced will be created for them by a team of 35 skilled and experienced live role-players. Integrated into the game will be special effects, a freeform, a village, monsters and many other surprises.

Players need not bring any equipment for the adventure as everything is provided including costume, weapons, camping gear, food - everything! The only requirement is that you approach your character and *The Game* with a committed and mature attitude.

To experience the ultimate event does come at a cost, however, and players will be looking at a price tag of around \$160.00 all expenses included - transport from Melbourne, food and equipment. The game is being played in the hills of the coastal Otway Ranges, 3.5 hours west of Melbourne. The adventure will be run in the 93/94 summer, the exact date shall be set in October taking into account the player's preferences and will be published in the November issue of Australian Realms.

The Game is open to anyone and if you are interested in being a player, a non-player character or just want to find out more then please give Adrian or Andrew a call on (03) 889 5242, or write to *The Game*, PO Box 489, Blackburn 3130.

Masquerade

YSEDA Live Adventures are holding a special event of their own. The Sydney based Live Role Play group, are holding a freeform event entitled the *Masquerade* on 14 August 1993 at the Woodstock Hall, Burwood. This is a costume drama set in 18th Century 'France' featuring dancing, party games and a murder mystery. The function is being run as part of the Miss Australia Awards and benefits the Spastic Association of NSW. Tickets are \$25.00 each and non-alcoholic drinks plus hor d'oeuvres shall be served. If you'd like to be one of the 50 attendees contact Kyla Ward (02) 764 4336 (after hours) or leave a message on (02) 764 2905 (business hours).

Zone 3 Laser Games

Reviewed by Glenn Oakes

Last month I visited **Zone 3** the real life laser game in Bourke Street Melbourne. Upon arrival, I was greeted by the manager

Darren Shaw, who gave me some game passes so I could enjoy the Zone 3 experience for myself...

A sliding door was pulled back to reveal a small room with wooden benches lining the walls. It would be here that I would wait to see who my opponents were going to be. People soon filed in and sat down. A referee entered the room, carrying a Zone 3 gun and sensor pack.

He started to explain how the gun worked (I think we all could have worked that out) and then moved on to the sensor packs. I was quite surprised to discover how bulky and unattractive these things are, but I suppose they have been designed for longevity, not for comfort. There were a number of sensors on each pack and one in the gun. In other words, there were many places you could be hit.

After this, we were asked if we wanted to play a team game or everyone for themselves. As there were 18 players, we opted for a team game. We split into three groups and kitted up with the lasers and sensor packs which had the same colour as our team. I was on team Yellow.

We were told to get ready. The room went dark, and the packs started flashing their respective colours. Loud music pulsed through the complex. We were ushered through a dark curtain and into the 7650 square feet of gaming area. We were told our packs and guns would be active in 10 seconds...

I ran in blindly and was confronted by a maze of passageways. Lights flashed overhead and the music thumped vigorously. Someone grabbed my shoulder - it was a fellow Yellow team member. He motioned for me to follow him. I did so, covering him as he darted across passages and through the open areas. So far, so good.

We were on the fringe of the gaming area, near Green Base (each team has a base which can be destroyed by shooting it repeatedly, but shooting it causes a loud siren to go off, alerting nearby defenders that their base is under attack!). We decided to go for the

base. It would probably be defended, so we went in cautiously. The base was situated in an alcove around a right-angle corner. As we crept to the corner a beam of red laser light flashed past my leg from behind. I ran forward to escape the attack and found myself in hot water. Around the corner were three Green defenders. Suffice to say, I received the first of many hits. When hit, the pack turns itself 'off' for 5 or 10 seconds, depending on where you were hit. A ten second hit is a 'kill', a five second hit is considered a 'stun'.

I left the area before my pack turned itself on again and made me a sitting duck. I ran towards the centre of the maze. Flashing lights ahead indicated that I was behind two Red team members. I raised my pistol and shot them, smiling as I saw their packs power-down for ten seconds; I moved on.

We soon destroyed the Green base, but I paid for my persistence by being hit many times by enemy (and friendly) fire. My ammunition ran out about five times during the game (which lasted about 15-20 minutes) which forced me to go to a re-load station. There are three re-load stations in the gaming area; all considered neutral areas.

After much running, shouting, shooting, being shot and stumbling around through smoke-filled passageways, the game finished. We filed out of the maze juiced up on adrenalin by the game we had just played and eager for more. We put our equipment on the racks and went into the foyer area where inkjet printers squirted out score cards. The cards were quite detailed, showing how many shots fired, who you shot and where you hit them, who hit you, and which team won. I didn't do too badly for my first game.

Zone 3 has been open in Melbourne since Christmas. There are other sites around the city, and in other capitals - just check your local White Pages. The prices are \$8.00 (\$6.00 conc.) for a 15 minute game. Memberships are available and a special members' programme of events exists. They also have special nights, such as the \$20.00 midnight to dawn special.

Zone 3 is a wholly Australian designed and operated venture. Even the guns and sensor packs are made locally. Darren told me that the game system has been exported to England and Hawaii. Its great to see an Australian product doing so well.

I'd give Zone 3 nine out of ten for fun. However, I must point out that it contains no true role-playing element which would mean its longevity as something fun to do is somewhat limited. If you want to give it a go, drop in to 110 Bourke Street Melbourne. You can call them on (03) 639 0900. Recommended.

Virtual Reality

Next issue we will bring you a review of a new gaming phenomenon that has hit Australia - Virtual Reality. Armed only with a weird sci-fi headset and sensor belt, Australian Realms' Malcolm Adler took on a fierce array of 'traditional' fantasy rpg monsters, and all before a beef satay supper. See you then. ■

GAME: #001 08:47p **SCORE SHEET** 26/03/93
NAME:
PACK: YEL 04
RANK: #07 of #18 Highest Score Achieved By GRN 02. *GRN Team WON !*

HIGHEST SCORE	21495	YOUR SCORE	5531
AVERAGE SCORE	5496	ACCURACY	20.6%
RED TEAM TOTAL (07 PLV)	21046	SHOTS FIRED	160
GRN TEAM TOTAL (04 PLV)	55979	YOU HIT PLAYERS	22
YEL TEAM TOTAL (02 PLV)	21911	PLAYERS HIT YOU	33

RELOADS: 3 SHOTS: 1000 -001 R1: Destroyed G1: Destroyed YOUR: 04 Enemies

YOU HIT RED:						YOU HIT GRN:						YOU HIT YEL:					
PACK	CHEST	BACK	LEFT	RIGHT	LASER HEAD	PACK	CHEST	BACK	LEFT	RIGHT	LASER HEAD	PACK	CHEST	BACK	LEFT	RIGHT	LASER HEAD
01	--	--	--	--	1	01	--	--	1	--	--	01	1	1	--	--	1
02	--	--	--	--	--	02	--	--	--	--	--	02	--	--	--	--	--
03	--	1	--	--	--	03	1	--	--	--	1	03	--	--	--	--	--
04	1	1	--	--	--	04	--	--	--	--	--	04	--	--	--	--	--
05	1	2	--	--	2	05	--	--	--	--	--	05	--	1	--	--	1
06	1	--	--	--	1	06	--	--	--	--	--	06	2	--	--	--	--
07	--	--	--	--	--	07	1	--	--	--	--	07	--	--	--	--	--

RED HIT YOU:						GRN HIT YOU:						YEL HIT YOU:					
PACK	CHEST	BACK	LEFT	RIGHT	LASER HEAD	PACK	CHEST	BACK	LEFT	RIGHT	LASER HEAD	PACK	CHEST	BACK	LEFT	RIGHT	LASER HEAD
01	--	1	--	--	--	01	--	1	1	--	1	01	--	2	--	1	--
02	--	--	--	--	1	02	--	--	--	--	--	02	2	--	1	--	--
03	--	--	1	--	1	03	5	4	2	--	--	03	--	--	--	--	--
04	--	1	--	--	--	04	--	--	--	--	--	04	1	--	--	--	--
05	--	--	--	--	--	05	1	--	--	--	1	05	--	--	--	--	--
06	--	--	--	--	--	06	1	--	--	--	1	06	1	--	--	--	--
07	--	--	--	--	--	07	--	--	--	--	--	07	--	--	--	--	--



Zone 3 Laser Games
110 Bourke St, City
Ph. (03) 639 0900

THANK YOU FOR PLAYING ZONE 3 LASER GAMES

THE ADVENTURES OF THE A-TEAM

BY EDGAR + DANIELS

THE A-TEAM HAD FACED DANGER MANY TIMES BEFORE. BLOOD-CURLING TERRORS THAT WOULD CHILL THE MOST REDOUBTABLE ADVENTURERS TO THEIR VERY MARROW HAD BEEN MERE SIDE ISSUES TO THIS MERRY BAND THAT KNEW ABSOLUTELY NOTHING OF THE WORD FEAR. BUT NOW MANGO THE MAGNIFICENT, GREATEST WARRIOR OF A MIGHTY CLAN, HAD GONE MISSING, PRESUMED DEAD.

THE BAND, LEADERLESS AND ALONE, FACED THEIR DARKEST HOUR.

WELL, SHOULD WE GO BACK FOR HIM?

WHO?

YOU KNOW, OLD WHATSIFFACE. MANGO THE FRUITERER.

WHY?

WELL, HE IS OUR NOMINATED LEADER.

JUST PICK ANOTHER ONE AND WE'LL BE OFF.

HOW CAN YOU BE SO CALLOUS? HE WAS OUR LEADER, A FRIEND, A -

CREAM BUN ANYONE?

ZEEK, STAND WATCH!

ERR...

JUST OUT OF INTEREST, WHO WERE YOU SUGGESTING WOULD BE LEADER?

OBVIOUS! ME, OF COURSE!

I'M THE FIGHTER WITH THE NEXT PRETTIEST SET OF PLATE MAIL!

SEXIST BOLLOCKS! PRECISELY!

HOW ABOUT WE GO FOR SOMETHING A LITTLE LESS OBVIOUS?

LIKE HIGHEST INTELLIGENCE, FOR EXAMPLE?

MORALLY I FEEL WE'RE MISSING THE POINT A BIT.

SURE, PAL. NOW HOW ABOUT CONTRIVING SOMETHING MORE USEFUL TO THIS DISCUSSION, LIKE GO ON WATCH?

AND ANOTHER THING: A FEMALE LEADER IS LONG OVERDUE...

MEANWHILE, IN ANOTHER PART OF THE DUNGEON,

DAMN IT!

TRAPPED!

DEMONS BEHIND, UNDESCRIBED BEASTS AHEAD, AND ME TOTALLY ALONE!

OH WELL. NOTHING ELSE FOR IT. LESSER OF TWO TORTURED DEATHS. CHIN UP!

HAH!!

KRAY!

UGH!

WHOOPS!

URK!

GEE, SORRY! I THOUGHT YOU WERE THE ENEMY!

NENEMY! BRUDDY NENEMY! DO! LOOK LIKE THE BRUDDY NENEMY?

IT IS A LITTLE DARK...

WHERE'S ME BRUDDY BROOM GONE?

WHO ARE YOU ANYWAY?

THE BRUDDY JANITOR!
DOUG AND DAVE'S CLEANING SERVICES.
NO JOB TOO DIRTY, THAT'S OUR MOTTO!
WHO THE BRUDDY HELL DO YOU
THINK CLEANS UP AFTER
YOU BUGGERS?

WELL, WHAT ARE
YOU DOING HERE IN THE
MIDDLE OF AN ACTION-
PACKED ADVENTURE?

THERE'S NOT
SUPPOSED TO BE
ANYONE IN HERE FOR
ANOTHER WEEK OR SO,
SO WHAT THE BRUDDY
HELL ARE YOU
DOING HERE?

MEANWHILE, BACK AT THE TEAM,

ALRIGHT!
FOR
VEENA'S SAKE! WE HAVE
DEMOCRATICALLY DECIDED THAT
OUR NEW LEADER IS VIRGIL
BECAUSE IT IS GOD'S WISH, AND
OTHERWISE HE'LL SULK AND WE
WOIN'T HAVE ANY
FIGHTERS AT ALL!

AGREED?
RIGHT THEN!

LET'S GET
ON WITH THIS
ADVENT-

CRASH!

BLOODY
HELL!

WHERE
DID THEY
COME
FROM?

WHO'S
SUPPOSED TO BE
ON WATCH?

ERR...

CREAM BUN
ANYONE?

AND, ON THE OTHER SIDE
OF THE LABYRINTH...

...AND SO, THERE
YOU HAVE IT. OUR STORY
IN A NUTSHELL. WE HAVE
COME TO RETRIEVE
THE GIRL.

GIRL?

YES, THE GIRL.
WHATSENNAME. YOU
KNOW, SO AND SO'S
DAUGHTER.

OH, HER.

WELL, OFF THE
RIGHT TRACK, AREN'T
YOU?

WHAT?

TURNU LEFT AT THE
BOTTOM OF STAIRS IS B.
DIDN'T YOU?

WELL...

SHOULD HAVE GONE
RIGHT, THROUGH SECRET DOOR
181 AND UP THE
TOWER...

LOOK, WHAT ARE YOU
GOBERING ABOUT?

ONLY
THIS, LITTLE
LAD. YOU'VE
GONE THE
WRONG WAY!
TAKEN THE
WRONG TURN,
YOU MIGHT
SAY.

THIS IS PARKING'S
DEEP DUNGEON OF
DEMONIC DEATH!

NONONO! WE'RE
TOKEY'S TOWER OF
TERRIBLE TRIBULATIONS,
LEVELS 4 TO 6!

PLAH!

SOMEONE'S BUGGERED UP BADLY.

ANYWAY, I
THINK SHE'S A
SACRIFICE, SO THAT'LL
BE DOWN IN THE PENTANGLE
ROOM. SHE'LL BE A LITTLE
BUSY NOW. SACRIFICE
STARTED TEN
MINUTES AGO...

UM- YOU WOULDN'T
HAPPEN TO HAVE SEEN
THE REST OF THE
PARTY, WOULD YOU?

YOU KIDDING?

RIGHT
THEN. TIME
TO FINISH
THIS.

AND ALL
ALONE,
TOO!

SEeya
NEXT
ISH!

NEWS

Readers Poll

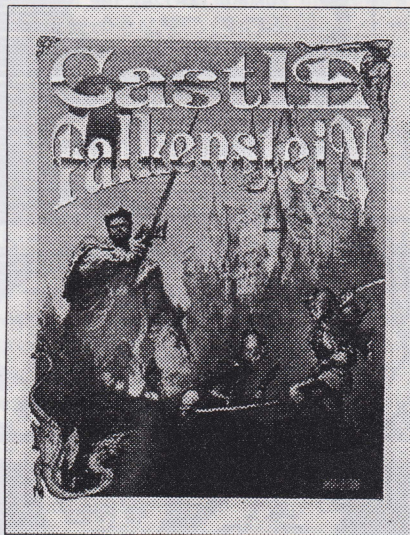
We are very pleased to report that we have thus far had a healthy response to the readers poll printed in issue 11. We would like to thank all respondents and remind any of you who have overlooked returning your poll form to please do so quickly. If its in before the 30th of July it will be eligible to win a prize of assorted gaming goodies valued at \$250. If you can't get it back to us by that date we would still like to see it as all of your opinions are always welcomed

Epic August

August is set to be a huge month for releases RPG wise. Four major systems will be released by various companies, more details follow below;

FASA Corporation

Look out for a new complete fantasy RPG from the creators of **Shadowrun** and **Battletech**. **Earthdawn** is covered in depth with a feature review in this issue by Malcolm Adler. The overall opinion is that the game is very well put together. A line of support products are also in production such as a GM's pack and a campaign set, further detailing the games setting of **Barsaive**.



R.Talsorian

From the creators of the hit **Cyberpunk** rpg comes a new game set in a world where steampunk technology, swashbuckling adventure and high fantasy collide. The **Castle Falkenstein** fantasy rpg is set in a more refined and graceful era, earning a unique feel and atmosphere. We will have more information on this release next issue.

White Wolf

The long awaited **Mage** RPG, third in the **Storyteller Series** will be available in

August. This game sets magic in a contemporary world, or as the blurb says it is 'a game of modern magic'. It will no doubt be in a similar vein to **Vampire** and **Werewolf**. Issue 13 is a **White Wolf** special issue which will feature more information on this upcoming release.

GDW

Unhallowed, the second genre/game in the **Dangerous Journeys** series is also scheduled for release - it is a game of supernatural horror written by Gary Gygax. Already available is a new edition of the evergreen space opera game - **Traveller**, **The New Era**. More information on both releases will be printed next issue. Three other new **Traveller** items due out in July /August are **Starship Combat**, **Delux Traveller**, and **Technical Architecture**.

Other New Releases

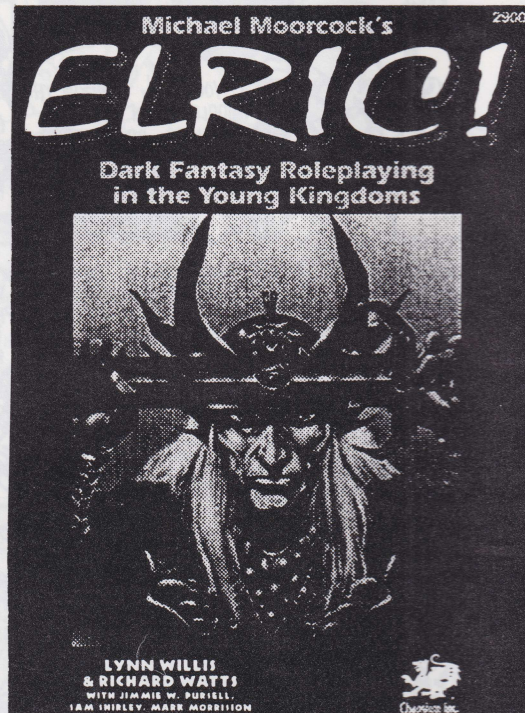
New products out in the next few months for **Shadowrun** are; **The Corporate Sourcebook - Shadowfiles** (see pages 33-33 of this issue for a sneak preview of what is in that book), Carl Sargent's **The Tir nan Og Sourcebook** setting the game in Ireland which is supposed to 'truly amazing' and an adventure called **A Killing Glare**. The **Australian sourcebook** is about to be written and we expect to be able to announce the author's name next issue. Well done...

Battletechies will be catered for with **Battlespace** which is a new system of aerospace combat. This boxed game includes training scenarios, maps and rules for creating space fighters and is completely compatible with **Battletech**. Also due out in September is a the **Solaris: The Reaches** sourcebook providing information on the seedier side of **Solaris**.

AD&D players are being spoiled by the usual swag of releases from TSR. The following months will bring **The Players Guide to the Dragonlance Campaign** for **Krynn** fans, **The Code of the Harpers** book for followers of **The Forgotten Realms** setting, for **Dark Sun** the **City State of Tyr** and a **Spelljammer** boxed set by the name of **The Astromundi Cluster**.

Our reliable source in **R.Talsorian Games**, Lisa, has indicated that there is a **Pacific Rim** sourcebook for **Cyberpunk** scheduled soon; I wonder if they need any help writing up the Australian section? Already completed and due for release for 'punks is **Land of the Free** a boxed mega-adventure set. And of course, the impending **Cybergeneration** will be out as you read this. The first adventure for **Cybergeneration** is entitled **Bastille Day** and will be available in August.

Travis from **White Wolf** tells us that the **Storyteller System** games will both see various releases such as the **Masquerade** boxed set, **The Sabbath Storytellers Guide** and **Chicago by Night 2nd edition** for **Vampire**. **Werewolf** will not be forgotten with **The Werewolf Players Handbook**, **Rage Across the Amazon** and even some novels. **Ars Magica** will also see a supplement titled **The Wizards Grimoire** released.



Chaosium Inc. have finally released the long awaited **Elric!**; a new fantasy role playing game based on Michael Moorcock's creation and using the same basic game system as **Call of Cthulhu** and **Stormbringer**. Already set to support this game is **Melniboné**, a sourcebook of background material on the infamous island and its people.

Arcanacon XI

Melbourne's longest running roleplaying convention runs from 8th to 11th of July at the Collingwood College. The programme promises heaps of roleplaying action plus freeforms, systemless sessions and a sausage sizzle. Get along to it - call Chiara (03) 481 5564, Fraser (03) 380 5016 or Ewald (03) 388 0536 for further information.

Gargoyle

Realms' Subscribers again receive a bonus insert with their magazine this issue. Issue 2 of **Gargoyle** our Subscribers Only fanzine. Those that don't subscribe are missing out on Andrew's text for the past two A-Team scripts, the Pratchett Interview responses that we could not fit into this issue, more Unae source material and general magazine gossip.

Final Words

Its a boy, Christopher Alan, and he's already learning how to roll dice!

...See ya 'round like a d100!

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*As voted at Canberra National Convention by PBM Players and Flagship Magazine.

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